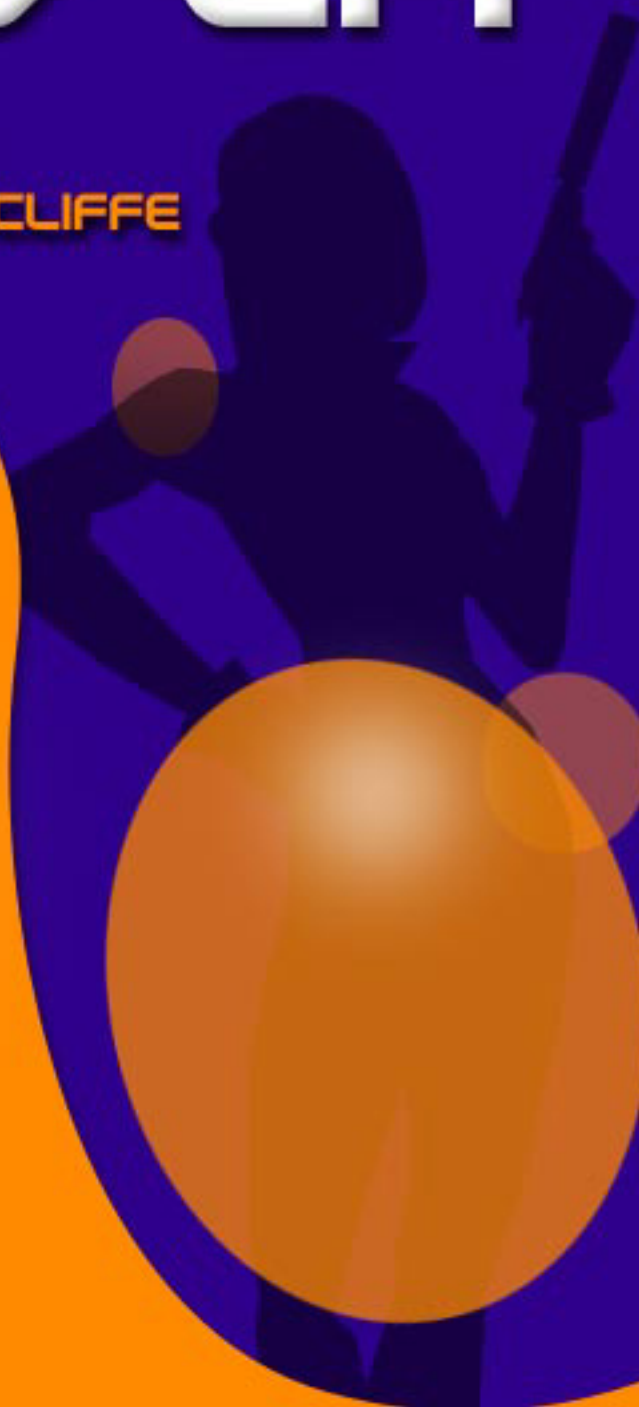


UNOFFICIAL GAMESPOT GAME GUIDE

# NO ONE LIVES FOREVER

BY  
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## Introduction

In Fox Interactive and Monolith's No One Lives Forever, you assume the role of Cate Archer, an elegant superspy and crafty operative for UNITY, a super secret organization fighting off the terrorist misdoings of the nefarious group H.A.R.M. You'll participate in 15 varied missions - from skydiving out of a plane without a parachute to diving deep into the ocean to investigate a sunken ship to sneaking into a heavily guarded office building to look for answers - and use a wide array of weaponry and gadgets.

No One Lives Forever is one of best games of 2000, and this extensive game guide will assist you every step of the way.

This No One Lives Forever game guide includes:

**Combat Strategies:** It's not always possible to keep your weapon holstered. This section features strategies on surviving combat situations and minimizing damage in firefights.

**Stealth Strategies:** Sometimes it's best to remain undetected, and other times it's *required* to remain undetected. Remaining stealthy is an art form. Help perfect that art form with tips from this section.

**Weapons:** You'll find Cate Archer's complete weapon arsenal in this section, including strategies for using her weapons in single- and multiplayer battles.

**Gadgets:** This section includes a rundown of Cate's cleverly disguised gadgets and how to implement them in the single-player game.

**Mission Walk-Throughs:** The largest section of this game guide includes full mission walk-throughs for all Cate's dangerous UNITY missions. You'll find tips on recovering intelligence items, completing difficult stealth sections, and surviving tough combat situations.

**Intelligence Items:** Having trouble locating No One Lives Forever's intelligence items? This appendix includes the **full list** of intelligence items - for every mission and every scene!



**Cheat Codes:** Still having trouble guiding Cate through her difficult missions? Search this section for No One Lives Forever cheat codes, including god mode and all weapons and gadgets.



## Chapter 1

# Combat Strategies

**S**ometimes stealth isn't an option or simply undesirable. Cate will participate in many firefights during her missions in No One Lives Forever - so you must be well prepared for a fight! This section describes essential combat strategies and survival techniques to defeat H.A.R.M. enemies (as well as multiplayer opponents) with ease.

- Go for head shots! As morbid as it sounds, enemies die much faster with a head shot than from a shot to the arm or chest. It may not be possible if there are multiple enemies around you; however, from a distance, go for head shots for quicker kills and greater ammunition consumption.
- Pistols are good against solo enemies but don't possess the clip size necessary to hold off an aggressive attack from multiple guards. Switch to submachineguns when you expect to face an attack from many enemies.
- Look for cover because your enemies will! Enemies in No One Lives Forever will duck behind tables, pillars, and crates and present difficult targets. Do the same! Don't expose yourself to an easy shot. Look for nearby cover and duck behind the object. Peek out and take a few shots at the enemy, then resume your covered position.
- Weapons in No One Lives Forever require reloading - at which point, you can't fire! Retreat into a new hallway or behind an object to give Cate a chance to reload without taking damage from an enemy.
- If you happen upon armor, don't grab it immediately. Check your current armor level. If you're almost full, consider ignoring the armor and moving on. That way, if you take additional damage, you can return to the armor and grab it! This way, you don't waste a perfectly good armor power-up when your health is high.



- If you're not concerned with stealth, consider causing a racket near a chokepoint, such as a doorway or a narrow hallway. Hide behind some cover but within sight of the chokepoint. When the enemies come running, pick them off with an automatic weapon. You've just cleared out several enemies and, likely, not taken a single hit of damage. Keep in mind that this action could sound alarms, triggering enemies to your presence - which, sometimes, can be exactly what you want!
- Experiment with the different types of ammunition and don't forget they exist! You can find phosphorous rounds, high-explosive rounds, dum dum rounds, cyanide rounds, and the standard full metal jacket rounds. Remember that you have them and switch ammo types during the game to see which works best against the current enemy target.





## Chapter 2

# Stealth Strategies

**T**ypically, a spy doesn't burst into new areas with guns blazing. It's often more rewarding (and occasionally easier) to remain undetected. This conserves ammunition and keeps aggressive enemy guards off your back. Plus, there are some points in the game where you must remain undetected to complete the mission with success!

There are many ways to remain undetected; you may have to combine gadgets, select particular weapons, or find objects to hide behind. This section includes tips on remaining undetected and avoiding combat situations.

- Listen to conversations between enemy guards and don't interrupt them! Not only are most enemy conversations hilarious, but once the conversation ends, the guards often walk off giving you an easier opportunity to sneak by undetected. If you attempt to sneak by during the conversation, you may be detected even if the guards are distracted by dialogue. Wait until the conversation ends, and you may find one guard walking off and the other turned in another direction.
- Use gadget and weapon combinations to defeat certain guards and still remain undetected by the masses. For instance, lure a guard away with a coin, then spray him with the sleeping gas perfume. Or, spray a guard with the stun gas then knife him with the barrette's poison blade. Try to remain undetected even by this guard - if he sees you, he'll shout, and others may hear him and sound an alarm or come running with weapons loaded.
- At long range, use a silenced weapon and go for a head shot. If it's clean, the guard will slump to the ground, and any nearby guards will come running to check on their comrade. Follow up the first shot by terminating the guards that run over to check. You must use a silenced weapon (carbine is optimal) because if it's too loud, the other guards won't check on their comrade - they'll check into sounding the alarm!



- Carefully observe the movement of security cameras and move only when the camera is facing the other direction. If you hear the distinctive spin of the camera's focusing lens, that means it has spotted you, and you best get out of view quickly.
- When entering a new area, take time to make note of cover objects, such as crates and pillars as well as escape routes. You may have missed a guard, and he may come around the corner when you least expect it. If you've paid attention to your surroundings, you can quickly duck behind cover and avoid detection.
- You can locate the fuzzy slippers late in the game. Bring them along on stealth missions to reduce the sound of Cate's movement.
- One of the easiest ways to get detected is by leaving a dead body for a camera to see. Lure guards away from cameras before killing them. Or, if that's impossible, kill the guard using a stealth weapon when the camera is moving in the opposite direction. Quickly switch to the body removal powder and use it on the corpse.
- Eschew standard firearms for the crossbow or spear gun. Both are very powerful and silent - which will serve you better in a mission that requires stealth.
- Though most gamers play always running, slow down to a walk or crouch when entering a new area. The guards in No One Lives Forever are quite alert and will investigate any sound - or if it's too loud, they assume the sound is danger and come running to you or the nearest alarm.
- If you notice guards near an alarm switch, kill the guard closest to the alarm first, then terminate the other. If you kill the guard that's further away first, the closer guard will simply run to the alarm and activate it before you have a chance to react.



## Chapter 3

### Weapons

**C**ate Archer uses a varied arsenal during her UNITY missions. Experiment with different weapons in different situations. Silenced weapons will prove much more effective in your effort to remain stealthy and submachineguns are vital to mowing down multiple opponents.

UNITY equips Cate with a few weapons before each mission - others you can find during the mission, either found lying on the ground or on a dead guard's body. After acquiring a weapon for the first time, it will appear in your mission selection. Further, you can go back and attempt previous missions with the new weaponry.

### Shepherd Arms P38 9mm

**Description:** This 9mm semi-automatic pistol was used extensively by Allied covert operatives during the War. It is easily concealable and very reliable. It has a 10 round magazine and can be fitted with a silencer.

The Shepherd Arms is the best of the pistols. It has a decent clip size and, best of all, can be fitted with a silencer to enable stealth kills. The Shepherd is an easy weapon to fall back on, but one you must avoid in tougher combat situations. If stealth isn't key to mission success, consider any available automatic weapon - which has a larger clip and a faster firing rate. Trying to fight off multiple guards with the Shepherd is extremely difficult.

### Petri .38 Airweight Revolver

**Description:** Agent Archer's signature weapon is a small, lightweight .38 caliber five-shot revolver. While admittedly a bit slow on the reload, it can readily accommodate a variety of ammunition types. It's also easy to conceal.



Definitely not the pistol for stealth missions, the Petri is quite loud, but packs a punch - most guards can be downed in a single shot. Get comfortable with the weapon, as some of Cate's final big battles use the revolver. Its clip size is small, so the Petri is not the weapon of choice unless you're forced to use it. Avoid the revolver in stealth situations or battles against multiple opponents.

## Braun 9mm Parabellum

**Description:** An antique 9mm automatic pistol that, although sometimes unreliable, is nonetheless favored by spies and villains of all nationalities.

You'll find this weapon on the cargo freighter sailors. It's similar to the revolver - the Braun is loud, but powerful - but has a larger clip size. You can fall back on the Braun if the mission doesn't require stealth, though you will likely find submachineguns (if available) much more useful in eliminating guards quickly.

## Sportsman EX Crossbow

**Description:** High powered hunting crossbow. Quiet and deadly.

One of the best stealth weapons, the crossbow can be outfitted with a scope (if found during the missions) for even better accuracy. Eschew any pistol in stealth missions and use the crossbow - it's more powerful and quieter. Accuracy can be a problem, however; attempt to approach targets silently (by crouching, walking, or wearing fuzzy slippers) and attack with the crossbow at close range.

## Hampton MPL 9mm SMG

**Description:** A vicious little 9mm sub machinegun. Elegantly simple and hardy.

You'll fall back on this submachinegun frequently. Its high rate of fire and decent accuracy comes in handy during missions where you will face many enemies at once. Later in the game, you can locate a silencer to give the Hampton moderate stealth ability. As with most submachineguns, fire in short, controlled bursts, so you don't waste too much ammunition - a fast rate of fire means it's easy to waste ammunition if you're inaccurate.



## Gordon 9mm SMG

**Description:** This popular 9mm sub machinegun came into limited use at the end of the War and continues to be a favorite among clandestine organizations. It uses a 30 round side-loaded magazine.

The Gordon submachinegun is another excellent weapon to fall back on if you're up against multiple opponents. It's quite loud, however, so don't expect to remain quiet. Like the Hampton, fire it in controlled bursts, so you aren't wasting ammunition. You can even attack targets at long range; just wait until the crosshairs tighten before firing. It won't be entirely accurate, though it's possible to score hits and a killing blow.

## M79 Grenade Launcher

**Description:** Standard issue U.S. Army 40mm grenade launcher. Rugged and reliable.

The grenade launcher is excellent in clearing out a room. Sneak up to a room containing multiple enemies. Fire the grenade at the feet of a guard (hopefully in conversation with another) and cause an explosion large enough to either annihilate or cause heavy damage to all the room's inhabitants. Watch out for guards holding their own grenade launchers. The weapon is extremely deadly and, if you aren't careful, it's difficult to avoid the live grenades - and it doesn't take much to blow Cate apart!

## AK-47 Assault Rifle

**Description:** A standard Eastern Bloc military issue assault rifle renowned for its simple design and rugged construction. It is reliable and easy to maintain. It uses a 30 round magazine.

The only downside to the AK-47 assault rifle is that it uses different ammunition than the pistols and other submachineguns - which means it's easy to run dry, forcing you to switch to another weapon. Consider holding a back up machinegun to use when the AK-47's reserves empty. Late in the game, you can find an AK scope, which turns the weapon into a workable



long-range assault gun. You will be inaccurate, though, so don't expect to knock off enemies from long range with just a few AK shots. It's best used in close quarters to mow down several enemies within a few seconds.

## Hampton Carbine

**Description:** Bolt action .45 caliber sniper rifle with integral suppressor. The Hampton carbine is one of the world's only truly silent firearms.

You'll use the carbine in the first mission, and it's the quietest sniper weapon - extremely useful in stealth missions or in any mission where you wish to remain undetected. It's not as powerful as the Geldmacher SVD, but its extremely effective during stealth situations. It also takes awhile to reload, so don't expect the carbine to be useful as a sidearm (not in sniper mode); it's best to use pistols or submachineguns for those situations.

## Morris Model 14 Spear Gun

**Description:** A spear gun. Popular with SCUBA divers.

Basically an underwater crossbow, the spear gun boasts a powerful shot, but a long reload time. You'll face divers using their own spear guns. To avoid the shot, dodge quickly from side to side during your own spear gun's reload time. Any bolt into the enemy's torso or head area will be an instant kill. Plus, the enemies won't dodge the shot as you might. Fire upon sight and don't give the enemy diver time to get his own shot off.

## Geldmacher SVD

**Description:** A renowned Eastern Bloc sniper rifle that has earned a reputation as one of the world's most fearsome firearms. It is accurate and deadly even at extreme ranges.

The Geldmacher is the most powerful sniper weapon - but it's also the loudest and carries a long reload time. It's useful in missions where stealth isn't required. Locate a good vantage point and pull out the Geldmacher to take out enemies in the area. It's so loud though that it's likely other enemies in the area will charge your position. Be sure to carry a back-up weapon, such as a



pistol or submachinegun (with sufficient ammo, naturally) to defend yourself against those rushing attackers.

## Bacalov Corrector

**Description:** A specialized single shot weapon that fires powerful high explosive rounds. The corrector is rarely carried as a primary sidearm due to its somewhat lengthy reload, but it makes an effective complement to a semi-automatic pistol or assault rifle.

You could think of the Bacalov as a pistol. Thus, it's the most powerful pistol, though it's the loudest and carries the longest reload time. You can use it in scoped mode, though, for a more accurate shot. In the single-player game, it's tough to use the Bacalov. It surely won't help you remain undetected, and it's slow reload time causes problems if there are many enemies in the area. But in multiplayer games, sneaking up on someone with the Bacalov can be a rewarding experience.

## Briefcase

**Description:** A handsome ally briefcase that transforms into a handheld missile launcher.

You won't find much ammunition for this powerful projectile weapon, so be careful with its use. It's best to fire the missile launcher briefcase into a room with multiple enemies, much like the grenade launcher. Its explosive shell can cause heavy damage to several enemies at once (that is, if it doesn't kill them instantly). It's also a powerful weapon in multiplayer; though be careful, as the reload time is slow, and it runs out of ammunition very quickly. Have a back-up weapon ready to finish off your opponent.

## Laser Gun

**Description:** A regulation H.A.R.M. space weapon based on the concept of an intense, tightly focused beam of light produced by the stimulated emission of electromagnetic radiation.





Think of the laser gun as a pistol - it's best used against solo targets, as it fires too slowly to be effective against multiple opponents. You'll find the super atomic laser weapon during the Low Earth Orbit mission. This weapon is more powerful than the laser gun you're permitted to use in later missions.

## Impact Explosive

**Description:** A deadly explosive disguised as women's lipstick. This device detonates on impact when thrown.

Cate carries special lipstick that not only gets her ready for a night on the town, but is also useful in causing a nice sized explosion. The impact explosive blows up on impact, so it's tough to use. Sneak up to an enemy and toss the impact explosive at his feet. Ready a weapon in case the enemy survives the blast - and prepare for his buddies to arrive because explosions are not quiet!

## Proximity Explosive

**Description:** A deadly explosive disguised as women's lipstick. This device is triggered by a tiny radar sensor when a target comes within range.

The proximity explosive can be especially fun because you can lure multiple guards to their doom. Place proximity explosives at a choke point, such as a doorway or along the sides of a hallway, and create some noise. All the guards ahead of you will charge through the doorway or down the hallway to intercept your advance. A well-placed proximity explosive will cause quite an explosion - and a messy hallway.

## Timed Explosive

**Description:** A deadly explosive disguised as women's lipstick. This device has a five second fuse.

The timed explosive explodes five seconds after release. Thus, use the timed explosive around corners. Sneak up and spot enemies in a room or around the corner and toss the timed explosive around to cause damage or annihilate





them completely. The timed explosive is difficult to use though because it's hard to gauge the bounces - don't expect to be very accurate.

## Sleeping Gas

**Description:** This attractive perfume bottle dispenses powerful sleeping gas capable of incapacitating an adult moose, let alone the standard garden variety hoodlum.

The perfume weapons are the antithesis of the explosives - the perfume bottles are best used in stealth situations. Sneak up behind a guard and unleash a burst of sleeping gas. If you wish the body to remain undetected, sprinkle some body removal powder on it. When using the sleeping gas, be sure to back off quickly, or you may be too close to the gas.

## Stun Gas

**Description:** This attractive perfume bottle dispenses stun gas that will daze and disorient anyone caught within the range of its influence. Side effects include temporary blindness and aural hallucinations.

Similar to sleeping gas, stun gas can blind your enemy. You can even use stun gas in multiplayer games to heavily disorient an opponent (it causes the screen to turn bright white). While the enemy is disoriented, follow up with a barrette, poison knife or a silenced kill.

## Acid Gas

**Description:** This attractive perfume bottle dispenses deadly corrosive gas that burns living tissue.

Fill a room with acid gas and watch the guards choke to death. You can also use it in multiplayer games to good effect. Approach an area where multiple opponents are facing off in battle. Run through and unleash some acid gas, then finish off the fleeing (and choking) opponents with a submachinegun.



## Chapter 4

### Gadgets

**A**long with her wide array of weaponry, Cate Archer carries several handy gadgets to assist in those tricky situations. This section describes Cate's arsenal of gadgetry and suggestions for their use.

#### Belt Buckle

**Description:** What appears to be a stylish belt buckle is actually a short range zipcord capable of latching onto certain appropriate hooks and snags. It relies upon a powerful microwinch to lift its operator. Can be useful for getting to hard to reach places.

The belt buckle, also referred to as the zipcord, attaches to distinctive hooks during the single-player mission. If you're stuck and can't find any new areas to explore, it's likely that you are missing a new route that lies upward. Scan the ceiling above and near you and look for the small, square white and orange hook. Pull out the belt buckle and line up the crosshairs with the hook. Once it turns blue, fire the zipcord, and you will automatically be pulled toward the hook. Drop yourself down on a nearby ledge to complete the move to the new route.

#### Barrette

**Description:** A fashionable plastic barrette with a retractable lockpick. Can also be fitted with a poison capsule and used as a weapon.

Cate's beautiful barrette has two uses: it's a lockpick and small, poison-tipped blade. Padlocks (not combination locks) with keyholes can be opened with the barrette lockpick. Just line up the crosshairs and use the barrette until the lock opens. These locks can also be shot with a pistol and opened, though using the barrette retains stealth. Switch to the barrette's poison blade if you want to



terminate an enemy with stealth but are out of pistol (with silencer) ammunition.

## Body Remover

**Description:** Sprinkle some of this powder on a dead body and watch it dissolve into ether.

Body remover powder is extremely useful in remaining undetected, especially from pesky cameras! After dispatching an enemy, sprinkle some body powder on the body, and it evaporates. You must work quickly if there's a camera nearby. Take body remover powder on missions where there are lots of cameras, and stealth is key. Don't use the powder if you think the body will remain undetected (such as if there are no enemies or cameras nearby).

## Camera Disabler

**Description:** A nifty device that, when mounted on a security camera, creates looping footage of the scene from the camera's perspective.

Another way to avoid a camera spotting an enemy corpse (or you for that matter) is to use the camera disabler. Avoid the camera by crouching underneath it or standing away from its lens (and being careful to avoid its movements). Approach with the camera disabler in hand and adjust the crosshairs to line up with the security camera. Place the disabler and move around the area freely.

## Cigarette Lighter

**Description:** An elegant cigarette lighter that can be modified with a miniaturized welder.

During the course of the single-player game, you'll use the cigarette lighter to lighten a dark hallway, burn some trash in a wastebasket, and switch to its welder mode to break open combination locks.



## Code Breaker

**Description:** Attaches to a 10 button keypad and runs through number combinations in order to decipher security codes.

Code breakers are only used if you locate one of the distinctive keypads during the single-player game. These keypads often lock nearby doors or activate consoles. Attach the code breaker and wait until it cracks the code. Once it's finished, don't leave the area without picking up the code breaker - you may need it again later!

## Coin

**Description:** It's a coin. Not much more the say about it, is there?

Coins are an excellent way to lure enemy guards away from other guards and cameras and into an ambush. This helps you remain undetected and firmly in stealth mode. Toss the coin near the enemy guard, but also near where you want the enemy guard to walk. Hide nearby, then take out the guard with a silenced weapon or the poison barrette blade.

## Robot Poodle

**Description:** Self-propelled canine robot that releases a powerful pheromone spray proven to bewitch dogs. The device automatically detects canines within its sensor range and seeks them out.

You won't use the robot poodle often during the single-player game, but it's fun to watch. Target a guard dog and let the robot poodle go; it will swerve its way in front of the guard dog and cause the guard dog to fall instantly in love. Now, you can walk past without danger of being detected.

## Sunglasses

**Description:** These perfectly ordinary-looking sunglasses have been fitted with a zoomable spy camera. They can be modified to support a mine detector and an infrared spectrograph.



Over the course of the game, Cate's sunglasses gain several new abilities. First, you'll use the sunglasses to take snapshots (mostly of ledgers, which translate to intelligence items). Next, the sunglasses gain infrared ability and can spot lasers that Cate's normal eyesight can't see. Finally, the sunglasses gain the ability to detect mines. Switch them on upon entering a mine field and maneuver around the now-visible mines.



## Chapter 5

### Walk-Through

**N**o One Lives Forever randomizes the location of certain items and critical mission objects each time you play. Therefore, you may find some intelligence items and mission objects in different places than those described in this walk-through. However, the strategy and tips to complete the task involving these objects will be the same and will be presented in the walk-through.

An unknown assassin is killing off UNITY's elite operatives. In spite of the danger, Cate Archer and Bruno Lawrie still have a job to do. Could this be Cate's first shot at a mission fraught with peril and intrigue, or is it just another routine assignment?

### The Assignment

**Briefing:** A crisis has arisen. UNITY's undercover operatives are being killed off by an unknown assailant. It seems likely that there's a traitor within the agency. Report to the War Room for a full briefing on the situation and a tactical overview of your upcoming mission. Do not be late. Following the briefing, stop by the training facility to hone your skills.

**Objectives:** Report to the Briefing Room. Report to Santa's Workshop for gadget training.

#### The Assignment, Scene 2

**Objective: Report to Briefing Room.** You begin the game inside UNITY's headquarters. Follow the signs to the briefing room, listening to the words from the receptionist as you pass through the doors. Enter the briefing room and receive the mission orders from the chief and mission coordinator. Early on, Agent Lowrie also joins the briefing. During the briefing, respond to the mission coordinator that you're sorry for being late, and you'll try to surpass expectations. Both responses net you an intelligence item.



The mission briefing discusses the recent agent tragedies - it appears seven undercover agents have been killed, and it's possible that UNITY has been compromised internally. The assassin leaves a "regal finale," and Cate suspects Dmitrij Volkov - she goes on to describe her suspect's background. Volkov works for H.A.R.M., though she doesn't know what the acronym stands for. Conclude the mission briefing and explore the room if you wish. When you're ready, report to the training room to begin mission training.

### The Assignment, Scene 3

**Objective: Report to the basic training area.** You can skip training if you wish by simply locating the exit in the training area. Training offers some good tips on effectively sneaking around enemies, using gadgets, and locating intelligence items (plus, you can find some here). Enter basic field tactics and learn how to operate doors and speak with non-player characters (NPCs).

**Objective: Report to the advanced field tactics area.** After completing the basic field tactics area, locate the door into advanced field tactics. Here, you'll learn the importance of surfaces (in sneaking around), finding your way through the dark, intelligence items, and defusing bombs.

You can snag several intelligence items during your course through advanced field tactics. During the training, pick up the important blueprints, briefcase, dossier, envelope, letter containing classified information, roll of 35mm film, reel-to-reel tape, and loose files. Also during the session, you can pick up a new UNITY accounting division letter.

**Objective: Sneak past Leon by walking or moving in a crouch.** Cate moves more quietly while crouching. Practice this move by sneaking past the inattentive scientist.

**Objective: Sneak past Elwood by avoiding stone and metallic surfaces.** Stay on the soft carpet and wood and away from the standard floor. You can walk upright or in a crouch - just use the surfaces to get past Elwood.

**Objective: Reach the exit without being spotted by Walter.** Don't charge out into the maze. Peek around the corner and wait until Walter isn't looking in your direction. Once his head turns, crouch and sneak past toward the exit door. Grab the letter after sneaking past the scientists.





**Objective: Report to the firing range for weapons training.** After completing the advanced field tactics, locate the door into the firing range and enter. Listen to the weapon tips and practice firing the three weapons at the targeting practice range. Move into the other area to practice reloading and using a scope. Locate two notes during the second part of the weapons training.

**Objective: Report to Santa's Workshop for gadget training.** Upon completing the weapons training area, head to Santa's Workshop to learn about gadgets or specific inventory items that can assist Cate during missions (such as her lockpicking barrettes, coins, and body removal powder). Complete the course and practice using the gadgets and their secondary functions. You'll find two intelligence items, a dossier and a note, during your trip through Santa's Workshop.

**Objective: Proceed to the exit.** You've completed basic, advanced, weapons, and gadget training. Proceed to the exit door to begin the next mission.

## Mission: Misfortune in Morocco

**Briefing:** Intelligence has discovered that the American Ambassador to West Germany, Morris Munroe, is marked for execution by an organization calling itself H...A...R...M or H.A.R.M. The assassination attempt is expected to come on the last day of Munroe's upcoming holiday in Morocco as he is leaving his hotel. There will likely be multiple assailants.

It is imperative that Munroe survive the attack. Be warned, though, that the ambassador is extremely nearsighted and almost deaf, so you can't rely on him to realize that he's in danger.

You will be positioned in a residential building across the street from the hotel. Your job is to pick off the assassins before they liquidate Munroe.

**Objectives:** Protect Ambassador Munroe from H.A.R.M. assassins. Rendezvous with Bruno at the Grand Caravan Hotel. Head for the coast and rendezvous with the Abigaille. Prevent civilian casualties.





## Misfortune in Morocco, Scene 1

You begin inside the residential building monitoring the situation, currently in contact with Agent Lawrie (both of you discuss previous compromises). The mission begins when Agent Lawrie announces that Munroe (the hefty man in the blue jacket) is headed for the café. You're given an option: Do you want Lawrie's help over the radio, or do you want to pick off the assailants on your own? Choosing the response "Where's the challenge in that?" will net you additional intelligence items later in the mission.



Look through the left or right window and scan the plaza for H.A.R.M. assassins.

**Objective: Protect Ambassador Monroe from H.A.R.M. assassins. Prevent civilian casualties.** Cate stands with carbine in hand in front of two windows, one to the left and another to the right. Use zoom to focus in on various parts of the café and neighboring ledges and doors. Ambassador



Munroe will walk back and forth along the café and drop a dime; he'll stand in the center of the café vulnerable to an assassin's attack. Continually scan the area and fire upon any assassins that appear. You can move between the left and right windows to ensure full coverage, though simply standing at the left window should be sufficient to monitor the assassin's attack.

At some point during the protection of Munroe, he descends a staircase and emerges out a door on the ground floor. Monitor Munroe's progress along the road (he moves to the left, enters, then exits back onto the road) and protect him from assailants that appear along the bottom edge of the screen. Don't leave the window and choose your moment wisely when reloading your weapon - Bruno notifies you when the current objective is complete. Grab the envelope from inside this starting apartment room.

**Objective: Proceed to apartment 12 and await further orders.** Bruno orders you to proceed to apartment 12 and requests that you holster your weapon, so you don't disturb the civilian residents. Holster your weapon and leave the room. Head right and follow the hall as it turns left toward the door. Exit onto the catwalk overlooking the courtyard. Listen to the conversation between the two men if you wish and locate the letter on the upper floor railing.

Walk down the staircase and proceed to the door on the right (opposite the door next to the mailboxes). Grab the case of film next to the vending machines.

Proceed through the door and follow the hall until you reach the apartment marked 12. Walk inside apartment 12 to complete the objective and begin your next assignment in protecting Ambassador Munroe. Be sure to look under the dresser in apartment 12 for an intelligence item.

Get the ammunition and armor and receive a message from Bruno: "He's almost there." You have left and right windows available again. You should use them both to get the best line on the incoming assailants. Munroe approaches from the left, but you must monitor both left and right directions to ensure his safety. Continue to protect him until he gets in the car and drives away. Bruno reports that thugs are headed your way. Turn around quickly and take cover behind the table. Start shooting at the door to retaliate against the attacking bad guys.



**Objective: Leave by the blue doors in the courtyard.** Exit apartment 12 and return to the courtyard - though move cautiously because enemies await you there! Stay crouched and use the carbine in scope mode to pick off the enemies hiding behind the greenery. Defeat the enemies and approach the blue doors on the other side. Grab the letters from the mailboxes to the right of the blue doors. The quantity of letters depends on your response to Bruno's offer for help at the beginning of the mission.

## Misfortune in Morocco, Scene 2

**Objective: Meet Bruno in the main lobby.** Sneak past the hoodlum (or put a bullet in his head) and use your barrette to pick the lock to the left. Alternatively, you can just shoot open the lock. Shooting alerts guards. It's best to hang back in this area and let the goons come to you. Read the note on the locked gate. Enter the exit ahead and turn left and enter room 101. Look under the bed in room 101 for a letter.

Proceed right from the hotel entrance and search the rooms for further items. You can uncover some armor as well as additional intelligence items. Use the barrette on the padlocked door to enter the storeroom. Grab the dossier inside.

Move past the woman by the vending machines and head up the stairs to the second floor. Additional exploration can uncover more intelligence items. Search room 204 for a letter. Use the balcony and go right to open a closed window into room 201 - snag the briefcase inside. Follow the hallways to a courtyard eatery. Make sure to snag the envelope on the bar.

Continue past the eatery to an outdoor pool. Beware of the bad guys up high on the balconies and in a tower. Proceed cautiously and use your carbine and scope to eliminate them. Walk right through the open exit and spot the tourist agent to the right - she's speaking with a customer, actually a bad guy. Take him out (and his partner nearby).

Pick up the folders on the tourist agent's desk. Follow the hallway and notice the small brunch area on the right. Enter and snag the dossier in the brunch area under a window.

Continue through the brunch area toward a couple of restrooms. You can overhear a discussion between a couple of bad guys - apparently one of them





has to go pee. Kill them and search the area for items, including armor. Pick up the briefcase off the ice machine for an intelligence item.

Go toward the couch and continue to the left into the elevator lobby. Don't charge in, however; hang back and defeat the goons inside. Grab the files off the greenery in the center, then pick up the briefcase behind the luggage cart.

Go right and talk to the woman if you wish. She mentions the goons ahead, standing in front of the conference room. Talk to her a couple of times, and she will help distract the bad guys. Alternatively, you can just take the left exit and bypass the guards by taking the exterior route. When you're around them (or if you have just killed them), continue down the hallway. The exterior rooftop contains some files on a table, which gain you an intelligence item.



**Look for and disarm the small dynamite explosives, such as the one shown here.**



Walk past the elevators and continue down the hallway. If it's nearby, grab some armor and go forward and down the stairs to greet Bruno. Watch the cutscene as Cate discusses the current situation - but you both soon discover that it's a trap! Volkov shoots and kills Bruno! Cate escapes and receives a new mission objective - Volkov starts taking hostages and planting bombs around the hotel!

**Objective: Disarm explosives and rescue hostages.** Completing this objective is as simple as backtracking through the hotel and defeating bad guys (most holding civilian hostages) and disarming bombs, as you learned in the training sessions. It can be difficult to rescue civilians. You must be aggressive in shooting the nearby goons, even if it means taking damage. You automatically complete the objective once all the bombs are defused, and hostages are rescued. Pick up the note on the windowsill for an intelligence item before heading out of the start location.

### Misfortune in Morocco, Scene 3

**Objective: Apprehend Dmitrij Volkov.** You begin the scene behind some baskets; fight your way out against the bad guys. Go through the forward exit and search the area for some armor. Pick up a dossier to the left of a nearby bench.

Go right and down the stairs. Peer outside and dispatch several bad guys here. Go straight and then to the left. Turn left at the alley at end and ascend the series of ramps to the top. Walk onto the balcony at the top of the ramps and grab the letter from the planter. Follow the sign leading to the phones and look under the phones for an intelligence item.

Follow the hall until you reach a bench on the left. Look for an intelligence item near the bench. At the end of the hall, leap toward the fruit stand and snag the armor if it exists. Pick up the item under the table near the fruit stand.

Continue to the next balcony. Pick up the dossier under the table. Return down the ramps and enter the doorway at your first left. There may be some armor on the bench to the right. Continue outside past the people conducting some sort of monkey sale. Walk forward, then head to the left toward the top of the stairs. Turn and go right. Walk to the intersection at the end. Beware of the goons on the right, and look for a briefcase in the middle of the walkway here.



If you continue forward, be careful of the nearby bad guys, especially those high up. Continue through the hallways and enter the double doors at the end. Be ready to combat several goons inside. Snag all the armor and intelligence items inside. Pick up the dossier from the floor and the files on the boxes to the right.

Walk through the exit door and onto the balcony to the left. Use the carbine and scope to eliminate several bad guys. It's much easier to defeat them here than after walking down to their area. Resume your course down the stairs to the bottom of the area. Locate another set of stairs in the center of the courtyard. Walk down and grab the armor, if it's present. Leap into the water and swim to the end. Emerge and pick up the ammo and intelligence item.

Return through the water and head up the stairs. Cross the bridge toward the car to complete the level. Cate encounters a thug and can interrogate him for further information. Keep asking the thug where Volkov is, and you receive an intelligence item - and a cutscene of Monroe's fate!

### Misfortune in Morocco, Scene 4

**Objective: Locate the smuggler's hideout.** Volkov opens the scene hoping to set up a trap for Cate. Use the scope on the carbine to kill the enemies at the camp ahead (by the tent and the car). Go through the mountain path until you reach the ruins on the right. Look out for the guards in there. Snag the ammo case from the tent ahead. A car will pull up; terminate the driver inside before he becomes a threat. Search the tent in the ruins for an intelligence item and body armor.

Continue down the path until you spot a fence on the left. Read the note on the fence for an intelligence item. A minefield lies beyond, but you can reach the van almost unscathed if you hug the far left or right rock walls. At the van, snag the ammo, intelligence item, and fire extinguisher. Approach more ruins in front of a compound to receive a new objective.

**Objective: Reach the shore alive.** Locate the hole in the ruins and jump down. Search this underground area for an intelligence item. The guards here carry submachineguns, so be careful. Defeat one and grab the weapon for yourself. Walk through the hall and up the stairs. Go past the door on the right and up the staircase. Kill the thugs and pick up the intelligence item near the opened crates.



Follow the hall to a left turn. Look to the left and kill any guards below; others may attack forward of your current position. Shooting or causing a disturbance will alert most guards in the area to your position - be ready with the submachinegun! There may be an intelligence item nearby; search forward and on the balcony. Walk downstairs near the generator. Search behind the generator for a possible intelligence item. Turn right from generator and locate the fountain on the left - another possible location for an intelligence item.

Your goal lies past the fountain and an entrance on the left (opposite the staircases). Follow the hallways and kill as many thugs as you encounter. The level eventually ends, and you're sent back to UNITY for debriefing. You can search the grounds for additional intelligence items and even a padlocked door that protects ammunition and armor. When searching the grounds, beware of remaining thugs, especially those in high positions.

### Requiem for a Spy

**Briefing:** Needless to say, the Morocco assignment was an unmitigated disaster. Report to the War Room for debriefing. And try to control your temper.

**Objective:** Report to the advanced field tactics area.

You're automatically escorted into the briefing room to discuss the mission - which the coordinator calls a complete disaster. When prompted, respond with "I'd like to remind you that Volkov was lying in wait. Someone betrayed us." to receive an intelligence item. It appears UNITY believes Bruno was the traitor.

You're sent to the advanced field tactics area. Pick up the sunglasses and use them on the ledger to receive an intelligence item. Continue through the course and grab the cigarette lighter and the lipstick.

**Objective:** Slip pas the security camera without being spotted. Crouch and hug the leftmost wall to avoid detection by the security camera.

**Objective:** Avoid getting caught in the searchlight beam. Hug the leftmost wall to avoid standing inside the beam. Completing the tasks inside the advanced field tactics area concludes the briefing - and you're automatically sent to the next mission.





## Mission: Berlin by Night

**Briefing:** We've been contacted by Doctor Otto Schenker, an East German biophysicist who we believe is working on a top secret biological weapons program for the Soviet Union. Dr. Schenker has expressed a desire to defect. He has asked us to assist him in exchange for information on his research.

This opportunity couldn't have arisen at a worse time. After that embarrassment in Morocco, you're hardly our first choice to handle this affair, but all our other surviving operatives are tied up on equally critical assignments. If we want a chance at Schenker, it has to be now and it has to be you, on your own.

**Objectives:** Infiltrate the research compound in East Berlin. Set explosive charges. Photograph classified documents. Rendezvous with Werner von Haupt and offer him a light. Locate Doctor Schenker. Escape East Berlin with Doctor Schenker.

### Berlin by Night, Scene 1

**Objectives:** **Locate your first contact. Get through the front gate without setting off the beam. Prevent civilian casualties.** Walk forward and speak with the man in the trenchcoat - he's your first contact. He tells Cate that, "The entrance is hidden." As soon as the cutscene concludes, a phone rings.

**Objective:** **Receive the phone call at the pay phone.** Move beyond the man in the trenchcoat and turn left down the road. Spot the payphone. Enter the payphone, grab the intelligence item, and use the phone to view the next cutscene as Cate speaks with the second contact. He tells her: "...in the basement."

**Objective:** **Ring room 205, then go upstairs and knock on the door.** Exit the payphone and return to the man in the trenchcoat. Move into the doors behind him and follow the hallway to the left. Locate the room buzzers on the right. Press the one for room 205. Enter the open elevator and go up. Approach room 205, knock on the door, and observe the letter popping underneath the door. Pick up the letter to read: "...of the library."

**Objective:** **Rendezvous with your contact in the bar.** Exit the apartment and go straight across the street, following the signs toward the "Bier." Enter





the doorway on the left and talk with the man sitting at the table. He offers the final part of the clue: "...behind the shelf."

**Objective: Bribe the gate guard to get inside the compound.** Exit the Bier and turn left toward the lowered gate. There's a security camera here; move cautiously and crouch to avoid it. Hug the left, so you can easily hop into the door to the small outpost. Enter the door and speak with the guard. The guard automatically opens the door to the compound. Search the room for an intelligence item before you leave.

**Objective: Locate the inner gate controls and open the gate.** You're entering hostile territory now, and it would serve you well to remain as concealed as possible. There are cameras everywhere - your mission training comes in handy here. Avoid detection by hugging the walls and staying crouched. If a camera spots you, get out of the way quickly, and it might not catch your position. Exit the outpost and enter the open doors to the left. Kill the guards with a silenced weapon. Pick up their dropped assault rifles.

When killing guards in this section, do so away from the cameras. A camera spotting a dead body is as bad as a camera spotting you. Use body removal powder if it's in your inventory. Keep to the left and enter the small alcove under the streetlight. Again, avoid the cameras positioned above and across from you. Locate the padlocked grate on the ground. Use your barrette to open the padlock (or shoot it) and open the grate. Descend the ladder to an underground tunnel.

Follow the underground tunnel system to another padlocked gate. Open it with the barrette or your pistol. You reach a new ladder. Ascend the new ladder and open the grate at the top. Look to your right and notice the closed door flanked by two chain link fences. The controls to the inner gate are found inside the door - but there's a guard inside and a camera. Luring the guard out is the best option, but if he's alerted by gunfire, he'll set off the alarm. Use Cate's coins to lure the guard out of the outpost, then kill him with a silenced pistol. Crouch inside the outpost and use the lever to open the inner gate. Return to the underground tunnels.

**Objective: Proceed to the administrative area.** Proceed back through the tunnels. Climb out of the ladder and avoid the cameras. Head forward and hug the walls to avoid the cameras. Turn to the left at the end of the path - this is where the gate was previously closed. There are guards everywhere,



including some in high towers. If they have already been alerted to your presence, expect them to attack quickly. It's inevitable that the alarm will be set off. If guards are alerted, just maintain your position and let them come at you.

**Objective: Shut down the alarm.** Enter the outpost at the end, grab the intelligence item, and locate the closed door. Enter the room and use the red button to shut down the alarm. Exit the outpost and approach the double doors underneath the searchlights (you can only go through the double doors if the alarm has been deactivated). Approach the doors to conclude the scene.



Press the red button on this machinery to deactivate the alarm system.

## Berlin by Night, Scene 2

**Objectives: Photograph classified documents in library. Locate and set 3 explosive charges.** The explosive charges aren't always in the same place,



so it's wise to explore every inch of the level until you locate all three (the explosives are attached to flammable barrels). The walk-through will take you through the areas but won't describe each bomb site - since they can be different. There's a guard ahead of your position and an intelligence item (a note) attached to the wall to the left. Wait until the guard ahead is coming back toward you and take him out with a silenced pistol. Enter the bright door on the left.

Move ahead slowly and listen to the guards' conversation. Lure them into your area and take them out (to avoid the camera spotting the dead bodies). Follow the corridor to the intersection. To the left is a guard standing behind a desk and a camera overhead; to the right is a warehouse. Several guards are also in the area. If the alarm isn't activated, attempt to lure the guards away from the camera before you kill them. There's also an intelligence item inside the room with the desk (or it may be inside the room with where the guards are talking).

Enter the warehouse and lure additional guards away from the cameras overhead. Go up the stairs into the observation room. Snag the intelligence item (here or below) and any items present. Exit through the large wooden double doors to the left. There's a truck and a guard to the left. Use the truck as cover and take out the guard. Approach the padlocked gate ahead. Pick the lock with a barrette and jump up the crates.

You're overlooking another warehouse. Kill the guards below. Snag the intelligence item from on top of the crates. Exit via the garage door to the left (open the door with the switch on the right). There are a couple of guards out here and a camera on the other side of the van. Remember this location, as it's your eventual goal (the door behind the van).

Enter the door to the left for now. Follow the hall to another door on the right. A guard stands on a catwalk. You can lure him with a coin to avoid detection by the camera. Battle through the area and locate the stairs on the far side. You will emerge outside near the padlocked gate you picked. Return to the area with the van. You should have activated all three bombs by this point. If not, explore the areas again to find the bomb you missed.

Enter the door behind the van (avoid the camera) and enter the cafeteria. Pick up an intelligence item inside the kitchen or cafeteria. Exit upstairs from the cafeteria and stick with the path to the right. Kill the guards and avoid the





cameras. Go straight ahead to the doors and enter the library. Enter the doors on the left to enter the first library room (there are some guards about, so be careful). Pull out Cate's sunglasses and take a picture of the ledger.

Exit the first library room, then go left and into the door on the right. You're now in the second library room. Pull out the sunglasses and take a picture of the second ledger.



**Use Cate's sunglasses to photograph the ledgers.**

**Objective: Rendezvous with Werner von Haupt and offer him a light.** Go right from the library entrance, then head downstairs and through the double doors leading outside. Several guards are here with Werner on the left. Approach Werner and use your lighter to give him a light. Watch the cutscene. At the dialogue choice, respond with: "Sorry I did my best." Werner hands you an ID card to help you get past the scientists in the next area.



**Objective: Locate the hidden entrance to the facility.** Return to the library. Search the upper floor for an intelligence item. Your goal lies in the basement. Open the door down there (it was previously locked until you talked to Werner). You may receive another objective to refresh your memory about your contacts' clues.

**Objective: In the basement of the library... behind the shelf.** Locate the empty shelf and use the shelf to move it aside. The process reveals a secret passage. Enter the passage to proceed to scene 3.

### Berlin by Night, Scene 3

**Objective: Locate Doctor Schenker.** A couple of guards can be seen ahead. Terminate them from a distance. Look behind the receptionist's desk to the left for an intelligence item. Go up the stairs and be wary of the patrols, especially a guard to the left at the end of this hall. You can avoid him by entering the room with the scientist. Kill the scientist, then kill the patrolling guard. While inside the room with the scientist, grab the intelligence item.

Exit and go forward into an area with lockers. Kill the guard and grab the intelligence item. Return to hall and go left toward the desk. If another guard patrols here, wait until he's near to you (and away from cameras) and terminate him. As you approach the desk, you will hear scientists talking to the right. Holster your weapon and search the rooms on the right for an intelligence item. Keep going past the rooms and turn right. Kill the guard protecting the elevator. Use the elevator.

Kill the guards talking at the top and snag the intelligence item nearby. As you exit, you reach two halls, one to the left and one to the right. Search the hall on the left to reach a radiation room. Grab the intelligence item inside. Return and go down the hall to the right. Follow it to the end and go up the stairs. There are lots of cameras up here - move with caution if you already haven't triggered the alarms. Search the cafeteria for an intelligence item. Continue down the hall to another radiation room. Search the radiation room for another intelligence item.

Return to the cafeteria and head down the left path after the cafeteria. You'll spot a classroom on the right (grab the intelligence item inside) and two labs further down. The lab on the left contains an intelligence item and the lab on the right contains Doctor Schenker. Approach him to start a cutscene. During the cutscene, four guards interrupt.



**Objective: Deal with these four guards.** Face the door into Schenker's lab and terminate the four guards that enter (use the submachinegun or assault rifle).

**Objective: Return to Doctor Schenker.** After killing the guards, walk back and speak with Doctor Schenker.

**Objective: Escape the research facility with Doctor Schenker.** You must escort Doctor Schenker out of the facility. You will encounter heavy guard resistance. Each time you conduct a gun battle, Doctor Schenker retreats and cowers. You must retrieve him each time by approaching him again. To escape, go left at the intersection and down the stairs. Hug the left wall and locate the door. Open and exit to clear the level. Remember that there are many guards. Use the submachinegun or assault rifle and reload between battles.

## Mission: Unexpected Turbulence

**Briefing:** During the flight to London, attempt to learn as much as possible from Doctor Schenker about his research. Schenker is a notoriously cautious man, so direct questions are not advised. He is also reported to have little tolerance for skeptics. Try to keep an open mind.

**Objective:** Learn what you can from Doctor Schenker.

### Unexpected Turbulence, Scene 1

You begin the mission in conversation with Doctor Schenker. When prompted for a dialogue choice, select "What about your wife? Will she be joining you in England?" and Schenker will go on to describe his wife and his experiments. At the next choice, select "How is such a thing possible?" to receive more information and an intelligence item.

A cutscene interrupts the conversation showing the burly Scottish man in his own plane - docking with Cate's plane!

**Objective: Head to the cockpit and find out what's going on.** Exit the room with Doctor Schenker and go left immediately and enter the baggage room. Locate the intelligence item inside here. Return and proceed left past Doctor





Schenker's room toward the main section of the plane - which is filled with new enemy guards! Take out your submachinegun and eliminate the guards ahead. Additional guards take cover behind the airplane seats. Search the nearby bathroom for another intelligence item.



**To bypass a blockage, locate a hatch leading through the plane's underside.**

Continue pressing forward and taking out guards. You'll reach an area of the plane cracked by an explosion. Thankfully, a conveniently sized seat covers the hole in the plane. Locate the hatch in the floor and open. Crawl down and move through the wheel section. Climb the ladder on the other side and open the hatch. Kill the guards ahead. Locate the stairs heading up and kill the guard protecting the top. Locate the cockpit to the right and approach the captain to complete the scene - Cate's knocked out by the burly Scottish guy!



## Unexpected Turbulence, Scene 2

**Objective: Find a parachute and get off the plane.** Cate awakens inside the plane and has less than a minute to locate a parachute. She's also has no weapons! Exit the cockpit and go down the stairs to pick up a submachinegun and use it against the guards still on the plane (searching for their own parachute). It's tough to collect all the available intelligence items and still reach the end of the plane. You'll find one inside the briefing room across from the cockpit, another near the hole in the plane, one near the stairs, one near the restroom, and a film canister on a counter behind a closed bathroom.

Run to the end of the plane (through the wheel area), and though you won't find a parachute, you will find a new route out of the plane - an explosion. Cate finds herself flying out of the plane without a parachute. The Scottish guy decides to seize the opportunity and keep the pressure on the plummeting Cate.

**Objective: Catch up to the fellow below you and appropriate his parachute.** You can control yourself during the decent. The directional keys will move Cate around, though expect the movement to be unpredictable. Your goal is to move Cate over the guard below her - that's the only way to grab him and steal his parachute. You can also use the jump key to get a moderate upwards boost.

Meanwhile, other guards are falling around you and taking shots. To survive, you must repel their fire with your submachinegun. Just hit the guards a few times to cause them to release their parachutes.

The scene ends once you reach the guy below you, and you land directly on top of him. Cate steals his parachute, and he goes plummeting into a barn.

## Care to Explain?

**Briefing:** Congratulations. You have failed again.

Although the circumstances were certainly extraordinary in this case, don't expect much sympathy from Command. UNITY cannot afford failures, however justifiable.

**Objective:** Report to the advanced field tactics area.





You begin automatically at the briefing with Mr. Jones and Mr. Smith - and they're rather disappointed in your recent performance. At the dialogue option, select: "I did my best under the circumstances" to receive an intelligence item. Cate discusses the Scottish guy, Magnus Armstrong, while Mr. James and Mr. Smith assign a new partner... or supervisor, to monitor Cate's future missions. Orders are to rendezvous with this new supervisor, Thomas Goodman, in the next mission.

You're automatically sent to the advanced field tactics area. Pick up the perfume and use it on Leon. Complete the course to end the briefing.

## Mission: Rendezvous in Hamburg

**Briefing:** Proceed to Hamburg, West Germany, and rendezvous with Thomas Goodman, an operative from UNITY's American branch. Goodman may have information concerning Doctor Schenker's whereabouts.

The rendezvous will take place at Das Einsame Valkyrie, a popular beatnik night club in Hamburg. You will recognize Agent Goodman by his rugged good looks and the unlit cigarette he is holding in his left hand. Offer him a light. He will answer with, "Sorry, but I don't smoke."

Once you have made contact, you will be under Agent Goodman's command. Follow his orders implicitly.

### Rendezvous in Hamburg, Scene 1

**Objective: Sneak inside the club. Prevent civilian casualties.** Talk to the last woman in line a couple of times, and she will offer her help, which lets you sneak inside the club. She distracts the bouncer. While she does, sneak around to the far right wall and leap onto the dumpster. Avoid the camera over the club door. Traverse the dumpster while it's facing away. Open the window and drop into the club.

**Objective: Goodman is not here yet. Find the manager's office and poke around for useful information.** Exit left out of the wardrobe area. Be sure not to exit the club (which is to the left), or Cate's cover is blown. Go down the hall and stay to the left. Go up the staircase beyond the phones. Go right at the top and enter the manager's office. Be careful to avoid the camera on the



right. Grab the letter on the manager's desk to receive an intelligence item and a new objective.

**Objective: Locate Goodman.** Exit the manager's office and speak with the woman on the right. She's the girlfriend of the man trying to get inside the club. Talk with her twice, and she'll exit the club and provide access to an intelligence item behind her. Descend the staircase and explore right to go through some doors that lead toward the woman's restroom. Explore the restroom for an intelligence item. Return toward the lounge and find Tom in the green shirt. Talk with him, and he orders you to lure the guy following you into the restroom.

**Objective: Lure your tail to the woman's restroom and find out what he wants.** Return to the woman's restroom. You don't have to slow down for your tail - he'll automatically follow you inside. Listen to Cate roughin' the guy up as the next scene begins.



Cate roughs up her tail in the woman's bathroom.



## Rendezvous in Hamburg, Scene 2

**Objective: Rendezvous with Agent Goodman at the stage.** Exit the bathroom, and two thugs attack from the left. Protect the civilian and terminate the two bad guys. Go right and grab the perfume that's under the telephone. Go left at the end into a storage room. Make a commotion, and the enemy guys charge and attack. Take them out as they approach and collect their weaponry. Continue through this area into another storage room where more thugs await. Strafe back and forth between the doorway and wall and take out the enemies.

Before you leave the storage room, grab the intelligence item and take a picture of the ledger (with your sunglasses) for another. Search all the dead bodies for a submachinegun. Exit into the next area with a staircase on the right - two thugs wait at the top. Take them out. Ascend the staircase. Go left at the top into a storage room with an intelligence item. Then go right into a kitchen with another intelligence item in the sink. Proceed through the kitchen.

Exit into the lounge and terminate the thugs across the room. Walk toward the stage and speak with Agent Goodman. He hands you an address and requests you to meet him in one hour.

**Objective: Rendezvous with the contact behind the club.** Exit through the door behind the stage. You'll find an intelligence item in the last room (in front of the window). Open the window and fall into the alley to meet up with the contact - but it's a short meeting, as he's assassinated. Terminate the assassin.

**Objective: Find an alternate escape route.** Go forward and snag the ammo box. Turn around and go down the staircase in the alley. Follow the halls until you reach the end - you'll overhear a conversation between a couple of guards. Eliminate all the guards, including those high near the searchlights. Descend the walkway toward the water. Hop on the wooden barge to conclude the level.

## Visit to Santa's Workshop

**Briefing:** There is a UNITY safe house in Bremen, near the docks where you are to rendezvous with Agent Goodman. Stop there on your way to submit a status report to Command. You should also equip yourself from the mission ahead.



**Objective:** Report to the advanced field tactics area.

The briefing opens with a cutscene - Cate's on the phone with UNITY command, discussing the mysterious opera singer named Igne Wagner. After the cutscene, you're automatically sent to advanced field tactics to receive two new devices. Pick up the new lighter with the compact welder (for tough padlocks) and the new lipstick explosive with the three-second timer. Complete the training to conclude the level.

## Mission: A Tenuous Lead

**Briefing:** Meet Agent Goodman at the Bremen docks. Your first goal will be to get aboard the cargo freighter. Once aboard, you must locate the captain's log and the shipping manifest. Also, photograph any suspicious chemical containers you find.

**Objectives:** Rendezvous with Agent Goodman. Get aboard the cargo freighter. Photograph the shipping manifest. Photograph the captain's log. Place tracking beacon in the radio room.

### A Tenuous Lead, Scene 1

**Objective: Rendezvous with Agent Goodman.** Grab the intelligence item near the start position (or find it in the first office you reach). Kill the guard ahead with the carbine and scope. If you're noisy, the guards beyond the gate will attempt to attack. The gate's locked - shoot the lock or open it with the barrette. Enter the gate and go up the stairs to explore the offices. Locate another intelligence item up here, but make sure you avoid the camera in the hallway if you wish to remain undetected.

Exit the offices and go left around the lowered gate. Continue forward and spot the valve along the left wall. Use the valve and back off. Turning the valve causes some machinery to break - several guards approach to investigate. Eliminate them from a distance. Proceed forward and enter the second door on the left (it's the open door). Grab the intelligence item on the right. Continue into a room with lockers. Locate the open locker and pick up the intelligence item and other goodies inside.





Walk into the next hall and dispatch the guard. The next area contains catwalks through some deadly steam jets. Time your advance over the catwalk to avoid the damaging steam. You enter a room with a ladder. You can't ascend the ladder because a nearby generator has short-circuited, causing the ladder to become electrified.



**Deactivate the short-circuited generator by the ladder to gain access.**

Locate the stairs behind the ladder and descend. Look at the note next to the missing valve on the right. Go forward and down the stairs and kill the thugs. Use the lever to cut the power to the generator (read the note also for an intelligence item). Next, return up the ladder and follow the hallway to a room with another switch in it. Use it and read that you just drained an acid pool.

Return down the ladder and the stairs and go through the unexplored door. Locate the valve here and return it to where it was missing. Use it to turn off



the steam. Follow the hall that was previously blocked by steam and exit out to Tom Goodman.

## A Tenuous Lead, Scene 2

**Objective: Infiltrate the main warehouse.** Walk forward and kill the guard to the left. Open the door and be wary of the camera around the first corner. Walk through the door at the end and walk outside - terminate the guards. Enter the main warehouse to complete the first objective.

**Objective: Activate the four explosive charges in the warehouse.** You must search the warehouse thoroughly for the four explosives - each explosive is attached to a group of fuel barrels. You can also uncover several intelligence items lying about, including one on a forklift. Explore the first section of the warehouse, then proceed through the open double doors. Go right and into a locker area.

Walk up the steps and explore the offices for an intelligence item. Exit the office and leap down onto the crates (this section of the warehouse is straight ahead from the open double doors). Exit onto the docks and explore the barge and crates near the building to the right for an intelligence item and, likely, the final explosive charge. If you haven't found all four in your exploration of the warehouse, keep searching until you have uncovered all the explosives.

**Objective: Return to the rendezvous point.** Exit the docks and walk into the warehouse. Walk up the staircase and listen to the conversation between bad guys. When the conversation concludes, terminate the guard heading toward you and follow the other one into a previously locked office for an intelligence item. Return to the map's start position (you will encounter more thugs) and enter the double doors on the left to complete the scene.

## A Tenuous Lead, Scene 3

**Objective: Get aboard the cargo freighter.** Cate and Tom watch the bombs explode and now Cate must uncover a way onboard the cargo freighter. Search the area for a possible intelligence item, then ascend the stairs. Open the door and listen to the conversation between the two guards. If you kill the guards now, the alarm sounds, and you must deal with an onslaught of enemies. If you'd rather play it with stealth, wait until the conversation concludes, and one guard leaves through a door.





Sneak under the windows on the right and approach the door around to the right. There are intelligence items in the room that you can bypass if you wish. To get them, you must also avoid the camera inside the room, and body removal powder is certainly helpful to avoid detection. Snag the intelligence items (either with stealth or by being aggressive) and exit out the door to the left of the hallway. Terminate the guards out here discreetly and move toward the staircase.



**A carbine in sniper mode works well in eliminating patrolling guards from a distance - and with silence!**

If you ascend the staircase, you notice a couple guards talking (unless you have already alerted them to your presence). After the conversation concludes, terminate the closest one with the carbine. Move underneath the catwalk (by going back down the stairs) and proceed through the crates to the left. Terminate the guards you spot using silenced weaponry. Descend the staircase to the left.



Traverse the underground area and be wary of a guard hanging around in the left hall. Exit through the far door. There's one guard outside to snipe in the fenced in area. Climb all staircases and search the upper warehouse for items. Exit to the fenced-in area and pick the padlock (or shoot it). Climb the ladder and walk to the end of the catwalk. Watch the mechanism pick up one of the large storage containers. When it's near the catwalk, leap onto the container. Ride the container to the freighter to automatically conclude the scene.

### A Tenuous Lead, Scene 4

**Objective: Photograph the four chemical containers.** You begin inside one of the freighter's two cargo holds. Search the cargo hold for the chemical barrels. You'll find four total - a blue, green, yellow, and red barrel. When you locate a barrel, pull out Cate's sunglasses and take a photo. Make sure the lens crosshairs are green before taking the shot. Each snapshot counts as an intelligence item.

A hallway connects the cargo holds. A small alcove with a staircase lies along the hallway - search this area for a barrel. Ascending the staircase leads into an adjacent room, which also lies between the two cargo holds. Expect to face several guards here. Reach the other cargo hold, defeat the sailors inside, and search the area for the remaining barrels.

A lift system lies at one of the cargo hold. Use the switch to ascend to the upper level and search for remaining barrels. Jump on the barrel here and onto the crates facing the center of the room. Careful exploration of these crates reveals an open crate that contains an intelligence item and other goodies.

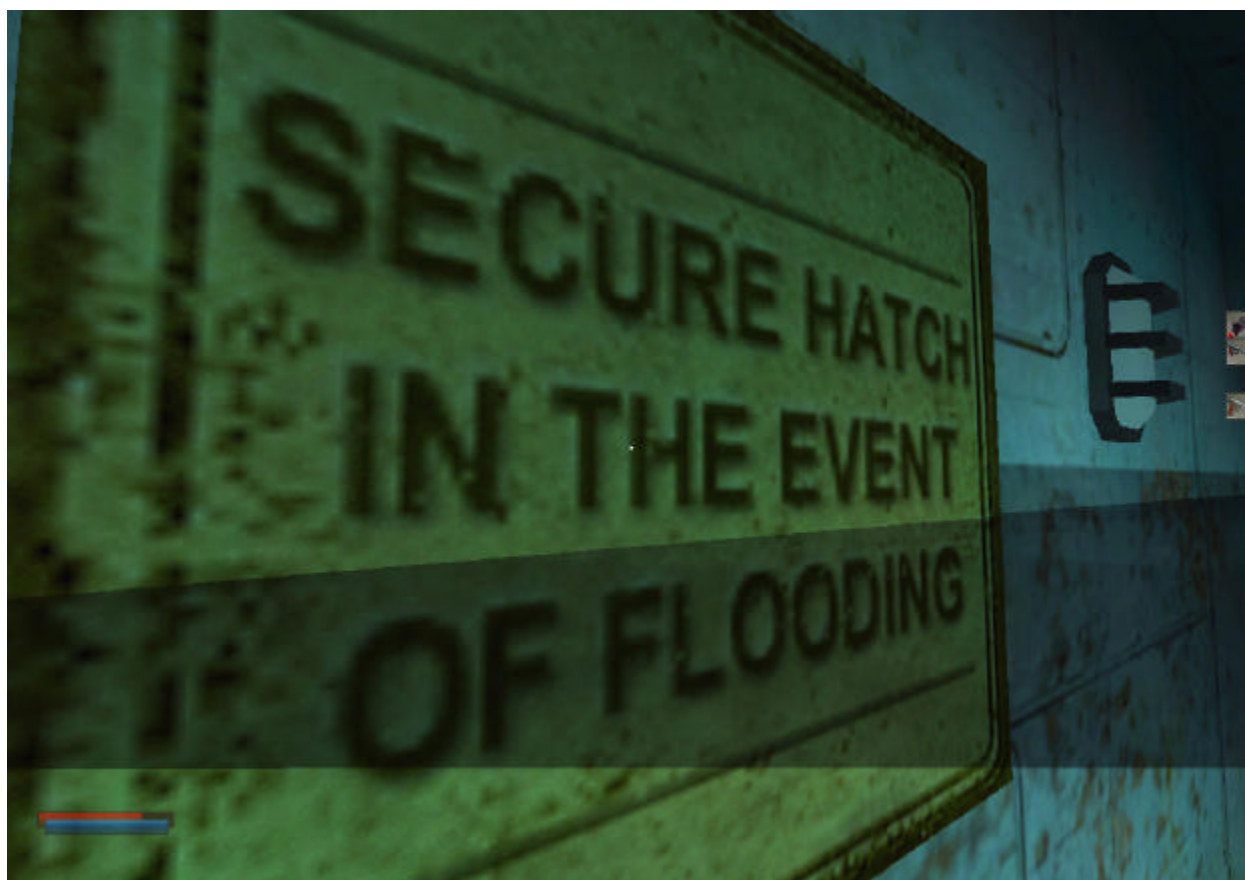
**Objectives: Locate the bridge. Photograph the captain's log. Photograph the shipping manifest. Place the tracking beacon in the radio room.** Enter an open vent shaft in the second cargo hold (two sailors were standing in front of it discussing opera). Take the last right before the left turn. Open the grate and drop down onto the pipes. Use the cigarette lighter's welder function to bust open the lock. Climb the ladder. Follow the hallway (encounter more sailors) to another ladder - and then another ladder. Continue up to you reach the ceiling hatch. Approach the hatch to conclude the level - Cate's captured by the Scottish guy!



## A Tenuous Lead, Scene 5

**Objective: Escape this room.** Cate begins trapped inside a closed room. During the opening cutscene, the ship exploded and is now sinking. Most have abandoned ship, leaving Cate to fend for herself. Immediately run around the room and grab the cigarette lighter off the ground. Switch to its welder function and bust open the lock on the door. Open the door to escape the room.

**Objectives: Recover your possessions. Plant the tracking beacon on the radio.** Go right upon exiting the room and watch the machinery explode. Go right into the door. Search the top of the pipes near the ceiling for an intelligence item. Exit through the door underneath the bright light. Turn right and jump in the hole in the floor. Swim through the tunnel to the end. Open the door and enter the room. Come up and grab your stuff from the table (including an intelligence item).



This sign provides an important clue - when the water starts rising, shut the door!



Swim back and return to the grate. Go forward until you reach the busted catwalk. Leap over the busted catwalk to the power controls. Use the lever to deactivate the power. Jump in the water and swim through the underwater doorway. Climb the ladder and traverse the catwalk. Be careful of the sections of floor that will fall under your weight. Open the door at the end, go right, and drop into the hole.

Exit the door and terminate the sailor to the left. Walk to the end of the hall and shoot the valve, which raises the water in the room. Swim to the top of the room and through the hole in the upper floor. Move through the door and close it behind you quickly. Follow the hall through the bridge to the radio room. Search the room beyond the radio room for an intelligence item. Use the radio to plant the tracking beacon and conclude the mission.

## H.A.R.M.'s Promise

**Briefing:** You are proving to be an inadequate operative, Agent Archer. You have yet to carry off a successful mission.

Well, perhaps all is not lost. At least you placed a beacon in the radio room, which will let you locate the sunken freighter. It would probably be worthwhile for you to practice diving in a controlled environment before attempting this mission.

**Objective:** Report to the advanced field tactics area.

The briefing begins with a cutscene - Volkov assassinates more men. You begin in the advanced field tactics area, where you can practice using new equipment - the scuba gear, speargun, and zipcord. Complete the training to end the briefing and move on to the next mission.

## Mission: The Dive

**Briefing:** Return to your hotel to see if Agent Goodman has left a message for you. In either case, contact him and make plans. You'll need his help if you're to succeed.



**Objectives:** Leave the hotel without being followed. Search the sunken freighter for the captain's log and shipping manifest. Retrieve the shipping manifest. Retrieve the captain's log.

## The Dive, Scene 1

Cate arrives at the Frankfurt Inn and inquires about messages from Tom. She then notices her room door ajar - it's Tom inside. Cate argues with Tom about the freighter explosion before they're both attacked from thugs outside. Tom orders you to escape the building using the rooftop.

**Objective: Head for the rooftop.** Exit the room and take out the thugs to the left. Search room 202 for possible intelligence items. Exit through the double doors by the cart. Follow the walkway to the end and battle a few couple of thugs along the way. Enter the door, then enter the door on the right. Kill the thug and explore the area for items. Return to the hallway and turn left. Watch out for thugs high up. Go down the left hall to room 208 - get the intelligence items from inside.

Follow the hall until you hear the duo discussing the shut down elevators. Kill these thugs and watch behind your position - more thugs attack from your rear. Turn left toward the fireplace and grab the intelligence item. Search remaining rooms for possible intelligence items. The elevator isn't working, so retreat back down the hall until you spot the maid cart. The door is now open beside it. Enter the room.

Open one of the windows and hop out onto the ledge. Kill the guards across in the other building. Go left around the tower (be careful walking over the falling stones) and go past the fire escape. Turn right and kill the other guard in the open window. You'll notice a hook inside the open attic. Pull out your new zipcord and use it while lined up with the hook. Enter the attic to conclude the scene.

## The Dive, Scene 2

**Objective: Leave the hotel without being followed.** Walk to the left side of the attic and open the next window. Crawl outside slowly and peer around to spot the guards above you and to the right. Eliminate them before you expose yourself out of the attic. Grab the thugs' weaponry and ammo, then search the roof for possible intelligence items. Open the next attic window on the left. Enter and terminate any guards inside. Approach the ladder and knock out the thug at the top. Ascend the ladder and open a grate leading into a shaft.





Crawl inside and follow the shaft to its end. Move quickly because guards below will spot your movement and fire into the vent shaft. Open the grate at the end and fire at the guards outside. Drop down to the ground (jump to the lower roof to curb your fall). Search the shed for an intelligence item. Climb the vines at the end to the right. Jump to the gutters on the right. Locate the space under the large water barrel. Kill the thug nearby.

Go along the right edge and follow the gutter over to the far window. Enter and kill the guards hanging out to the right. Follow the hall to the end and open the window. Emerge back outside. Traverse another gutter to the left around to another window. Enter and follow this vent until you drop into a large vat. Exit into the hallway and go left to the closed double doors past the woman. When you reach the doors, you will hear guards in conversation. Look up and take out these guards as they assault you from above. After you kill them all, the double doors open (via a drunk guy). Exit to the left to escape the hotel.

### The Dive, Scene 3

**Objective: Retrieve the shipping manifest. Retrieve the captain's log.** The scene begins with Tom and Cate in the North Sea - Cate's in scuba gear and preparing to dive to the sunken freighter. You begin down near the sunken freighter. Turn left and locate the hole in the ship's wreckage. Swim inside and to the top of the room. Locate the door to the right and open it. Go right through the hall, then left, and head into a door on the right side. Grab the clipboard from the desk - it's the shipping manifest (which counts as an intelligence item).

Shoot the window and swim into the cargo hold. Swim straight down and spot the forklift - grab the intelligence item. There are sharks swimming inside the cargo hold. You can remain here and shoot them with your spear gun or make a break for it across the cargo hold. Your goal lies on the opposite wall near the ceiling. Swim into the vent. Follow the shaft through the first left and then to the right. Emerge into the storage room.

Swim to the door. The door to the left is locked, so go right and follow the hallway until you locate a busted wall on the left. Swim up the hole in the ceiling and go left. Open the door and go left when you emerge outside in the hallway. Follow the hall until you reach an intersection to the left and right. Go right and open the door. This is the captain's room. Grab an intelligence item





from the nightstand and pick up the captain's log off the bed. Completing the objective triggers a new one.

**Objective: Find your way out of the freighter.** You're no longer alone inside the ship. Enemy divers are swimming through the ship and block your way back to the surface. The enemy divers also use spear guns, and it's possible, although difficult, to dodge the projectile. Act quickly upon turning each corner, however; you can usually get off the first shot and thus the kill. You must return to the cargo hold, though your progress is impeded by falling debris.

Swim through an open door behind one of the divers (it was previously closed) and swim through the stairwell. When you emerge, look for a vent shaft in the ceiling. Swim up and emerge inside a circular room with a large object in the center. Locate a hole in the cylindrical object and swim inside and up to complete the scene and mission.

### If Our Demands Are Not Met

**Briefing:** Success at last, albeit overdue and underwhelming. Head to the War Room for an update on the situation. Perhaps there is a shred of hope, after all.

**Objective:** Report to the advanced field tactics area.

You begin in the briefing room - Tom's there, but Cate's late. UNITY receives a message from... a puppet, and it's describing its demands and explains the previous terrorist attack as well as many others to come. After the briefing, you're sent to advanced field tactics to gain two new gadgets, a new perfume that blinds and dazes the victim, and the P-421 canine persuader, a robotic poodle that distracts guard dogs.

## Mission: A Man of Influence

**Briefing:** It is possible that the reclusive Baron Archibald Dumas is somehow connected to the disappearance of Doctor Schenker. It will be up to you and Agent Goodman to establish the link, if it even exists.

The first step is to meet the baron in person and size him up. Whatever you do, don't blow your cover.



**Objectives:** Interview Baron Dumas. Search for evidence linking the Baron to H.A.R.M.

Tom and Cate enter Dumas Industrial Enterprises and attempt to make an appointment with the baron. Apparently he's off relaxing - though Cate figures out a new way past the receptionist. Cate slips some sort of drug into the receptionist drink. She leaves the desk and Cate's free to explore - though, as Tom warns, don't blow her cover.

### A Man of Influence, Scene 1

**Objective: Create a distraction.** To survive the trek through Dumas Industrial Enterprises, you must avoid cameras, guards, and workers. Not an easy task! Grab the intelligence item off the receptionist's desk and walk into the hall behind the desk. Go left and into the cafeteria. Go through the cafeteria into the hallway to the right. There's a guard patrolling out here, but by the time you get there, he's probably already down an adjacent hall.



Be careful inside this back room. Quickly duck behind the lumber to the left and stay out of sight of the guard.



Before going into the men's restroom straight across from your position, turn right and right again down the hallway you were just in. There's an intelligence item on the first desk on the left, though you must be quick to avoid detection by the camera. Enter the men's bathroom and pull out the cigarette lighter. Use it on the trash in the wastebasket and a new objective appears.

**Objective: Find the security office and disable the alarm system.** Exit the men's restroom through the hanging plywood in the rear. There's a guard patrolling this section; hide behind the lumber (and snag the intelligence item) to avoid him. Go around to the left and locate the door along the wall. Enter and run forward into the open room. Pull the lever inside to disable the alarm system (and the cameras).

**Objective: Locate Baron Dumas' private office.** Exit and search the nearby offices for intelligence items. Be careful to avoid the two workers engaged in conversation. You'll find Dumas' office the last one in the hall on the left. Enter inside and use the pens on the desk to reveal a secret passage behind the bookcase. Enter the revealed passage and use the lever inside to reveal a hidden staircase. Ascend the staircase.

**Objective: Search for evidence linking the baron to H.A.R.M.** Open the concrete door ahead and go up the staircase. Follow the narrow hallway to two guards discussing the Beatles. Hide in the alcove just before the hall exit. Wait until one of the guards passes by, then exit into the hall and to the left into the large room. Hug the left wall and locate the switch next to the power box. Pull the switch to open the central room. Drop into the circular office. Grab the intelligence item and the remote control. Using the remote control reveals a small warehouse "blueprint" of sorts. You have the evidence - now return back to Tom.

**Objective: Return to the front desk.** Exit the door with the control panel to its right. Exit the curtain ahead. Descend the stairs back into Dumas' first office. Exit and go straight down the hall to the receptionist's desk. You will pass by a conference room on the left - it contains two scientists. There's an intelligence item inside. To get it, leap onto the desk and crouch-walk to the item. Avoid detection by not bumping into either scientist.



The scene ends when you reach Tom in the receptionist's area. You return with information and make an appointment to meet Baron Dumas around 11:00 a.m. on Friday.

## A Man of Influence, Scene 2

**Objective: Infiltrate the chemical plant.** Though Cate's going inside the chemical plant, Tom decides to help by distracting one guard. Tom approaches the guard outpost and lures one guard outside behind the van on the left. Once out of view, Tom bashes the guard's head in - now you only have one guard to deal with and a pesky guard dog. Use your robotic poodle to distract the guard dog. Take out the guard in the outpost with a clean head shot. Enter the outpost and pull the lever, which opens the gate to the left. Go out of the outpost and into the first door on the left.

**Objective: Photograph the three ledgers.** Move through the hall and doors until you exit outside. Carefully avoid the guards here and enter the door on the far left. You enter a room with some struggling machinery. Kill the talking guards on the other side. Move forward into the next area. Go right at the hallway and up the ladder at the end. There's a guard and camera atop the ladder. Lure the guard away from the camera and kill him. Enter the room at the end, which contains a ledger. Pull out Cate's sunglasses and take a snapshot of the ledger.

Retreat through machinery room back outside. Go straight across the exterior hiding on the right side. Open and enter door. Traverse the warehouse and locate a vial of body removal powder. Climb on the crates and locate the crawlspace near the ceiling. You'll find a set of bandages here. Open the grate and fall through the hole. Follow the hallway to the staircase. Open the door at the top and kill the guards inside quickly. Grab the intelligence item and take a snapshot of the ledger.

Go past the room until you're overlooking a room to the right. Kill the guard. Return through the ledger room until you're back outside with the two guards adjacent to the train tracks. Kill the guards when they're away from the alarm. Leap over the train (ride it for an amusing cutscene) and go through the door on the left. There are guards to the right. Lure one of them through the door (you're hiding near the train) and kill him.





**It's useful to lure a guard away from other guards and use perfume to either stun the guard or put him to sleep!**

Avoid the other guard, who simply walks off to the left. Enter the first door on the left. Grab the intelligence item and enter the next room. Go forward and right around the fence. Kill the guards. Go up the ladder and follow the catwalk to the offices. Enter the first office and lure the guard away from the camera. Go down the hall and past the gate to the third - and final - ledger. Use the sunglasses to take a snapshot of the ledger.

**Objective: Continue deeper into the compound and search for additional evidence.** Exit the warehouse back outside. There are more guards. Just hug the left wall and move through the two open gates. Cate spots Armstrong, revealing additional evidence linking H.A.R.M. to Baron Dumas.



## A Man of Influence, Scene 3

**Objective:** Interrogate the baron without arousing suspicion. Before ringing the doorbell, search the exterior grounds for intelligence items, such as the car trunk, under the door, in the car, and in the garbage can. Ring the doorbell and speak with the butler. When prompted, select: "Good afternoon. My name is Mia Hiag. I'm from Men of Influence magazine." At the next dialogue choice select: "I was hoping to profile Baron Dumas for our Perfect Lives series. Each month we cover a different person whose lifestyle and disposition exemplify perfect living." The butler speaks with the baron, then returns to Cate - you can interview him.

During the interview, select questions about the baron's hunting lifestyle. For instance, choose questions that include big game hunter, safari, hunting rifle, dangerous animal, stalwart hunter, exotic locales, gazelle trophy, and a message to share to admirers. The baron, at the end, will mention his safe - that it's protected by a tough security system, an infrared, invisible beam, and poisonous gas.

## Further Investigation Required

**Briefing:** Well done, Agent Archer. You may redeem yourself yet. In the meantime, don't get cocky. There's still work to be done.

Command will fill you in on the details. Report there immediately.

**Objective:** Report to the advanced field tactics area.

Tom and Cate begin inside the briefing and deduce Volkov's connection to Baron Dumas' workplace. You receive some intelligence on the building before you're deployed. Visit the field tactics area to receive the Sphinx series M code breaker, which can break keypad codes, and an infrared scanner that's added to your sunglasses.

## Mission: Safecracker

**Briefing:** While it's clear that Dumas Industrial Enterprises is somehow involved with H.A.R.M., it's not entirely certain who the mastermind is. You must infiltrate the company's corporate headquarters building, locate the safe in the president's office, and photograph any relevant documents you find.





Agent Goodman will provide a distraction that should draw attention away from you, but you should still expect resistance.

**Objectives:** Infiltrate the Baron's corporate headquarters building. Locate the Baron's office. Locate the Baron's hidden safe. Search for information on Doctor Schenker's whereabouts. Look for information on H.A.R.M.

The mission begins at the foot of the Dumas Towers, currently under construction. Tom tells Cate that he will make the diversion - Cate just needs to signal him when she's ready.

### Safecracker, Scene 1

**Objective: Ride the lift to the upper level.** Move forward and hide behind the lumber to the left. There are two guards here. If you take them out, you'll be detected, and a guard will likely set off an alarm. Sneak around the dirt pile to the right and use the crossbow to kill guards silently. Enter the building and grab the intelligence item. Exit and move straight into the building ahead. Climb the ladder, get the intelligence item, and kill the guard patrolling below.

Walk to the right side of the warehouse and use the forklift - it smashes into the hanger door, opening it. Walk into the opening and kill the two guards ahead. Locate the door to the right. Go down the staircase. Exit the door and kill the guard sweeping the grounds. Kill the guards ahead and defeat any more that arrive. Search the area for intelligence items. Locate the generator mechanism in the corner. Leap onto the crates and over the fence. Push the red button and search the area around the generator for intelligence items. The lift is now activated.

Get into the lift and push the button. At the next floor, jump the crates to the left and go over the fence. You're now back at the start position. Locate the fenced-in area on the far left side. Don't worry if you set off the alarm; you're about to clear the scene. Use the keypad adjacent to the lift and ride up to the next scene.

### Safecracker, Scene 2

**Objective: Defeat Igne Wagner!** You stop on the next floor and find Igne Wagner practicing her opera. Emerge from the lift and deal with any guards nearby - they will continue to spawn in the scene. Just defeat them as you move around the level. There are several armor power-ups scattered around;



pick them up after sustaining damage to replenish your armor. Locate Igne's boom box and the source of her unbearable music.



**You can't defeat Igne by ordinary means. Use her radio as a distraction and electrocute her by pulling the power box lever.**

Push the red button on the boom box to stop the music. Igne will move to the box and turn the music back on. Note the box is near water. Go straight back from the boom box and locate the power controls. Push the button to ignite the area around the boom box. This will damage Igne. Repeat the process several times to defeat her. You must deal with several guards and may need to replenish your armor during the battle. Also, search the area behind the boom box for an intelligence item.

**Objective: Continue to the roof.** Enter the lift behind the Igne banner. Use the controls to ride up and conclude the scene.



### Safecracker, Scene 3

**Objective: Get to the roof of the corporate headquarters building.** Locate the intelligence item (note) on the post near the start position. Walk over the beams and left into the hallway. Terminate the guards and the janitor. Locate the stairs straight across. You can ascend the stairs and pick up an intelligence item at the top as well as terminate guards below. Back down at the base of the stairs, go right and leap down onto the crates. Locate the padlocked door to the right. Disable the lock and enter. Move through the hanger door on the right. Snag blueprints and look up to spot the hook high up. Use the zipcord to reach the higher level.

Kill the guards here. Locate the doorway leading to a set of wooden planks over a chasm. Go onto the planks and look up to spot another zipcord hook. Use your zipcord and exit through the left doorway. Climb the crates to the top. Traverse the beams to the alcove on the right side. Use the lift to descend to the bottom of the crane. Ascend the crane ladder. As you move through this section, be sure to take aim at the guards wandering around the bottom courtyard. Ascending the crane completes the scene.

### Safecracker, Scene 4

**Objective: Signal Goodman with a large explosion. Find a way inside the building.** Enter the doors ahead and pick up the intelligence item. Guards are patrolling these outer paths. Terminate them and enter the double doors, making sure to avoid the cameras. Walk into the locker room and search for items and intelligence. Exit the opposite double doors and avoid the camera above. Go down the ladder on the left. Enter the door to the left at the bottom. Walk into the hall and go left. Enter the generator room and terminate all the guards. Search the room for intelligence items.

Enter the door marked "Window Washer" and hit the button inside to receive the message: "Restored power to window washing rig." Return to the hall and search the other rooms if you wish. Walk back out to the landing pad. Shoot the red barrels in the corner to complete the signal to Goodman.

Climb over the crates on the left side of the pad. Enter the vent shaft and go to the end. Shoot the blockages and crawl onto the generator and shoot the blockages in the other vent shaft above the generator. Crawl inside and leap to the ladder. Ascend to the top. Open the vent and kill the guard nearby. Walk around the elevator and use the emergency door release. Return to the front of the elevator.





**Shoot the blockage above the generator and crawl into the shaft.**

Leap to the ladder and descend into the elevator shaft. Fall on the rising elevator as it nears you. Open the grate at the top of the elevator. Drop into the elevator and exit. Search the area for intelligence items. Walk to the opposite courtyard and use the keypad for the window washing rig. Hop into the rig and press the button to complete the scene.

### Safecracker, Scene 5

**Objective: Recover at least eight intelligence items. Locate an elevator and ride it to the executive lobby.** You begin inside an office building. You must locate eight intelligence items (there are nine in the scene), and they are scattered around at random locations. Simply search each office meticulously to make sure you cover all the ground and pick up all the intelligence items.



You'll know you have eight once the message: "Mission Objectives Updated" appears onscreen.

Exit the lift, search the offices, and follow the hallway. Search all the offices and avoid the guards and cameras if possible. When you reach the last office, you'll locate a stairwell down. Leap down and search the next floor. Canvas all the offices to gain each intelligence item. You'll spot a lift here, but it won't open. Search a nearby office to locate a keypad - use the code breaker to activate the keypad and open the lift. After obtaining eight intelligence items, enter the lift and use the controls to proceed to the next scene.

### Safecracker, Scene 6

**Objective: Locate the baron's office.** Walk to the intersection and listen to the guards talking to the left. Once they walk off, sneak up the stairs and around the camera in the room's center. If you must kill a guard, attempt to do it silently with the crossbow (before the guard spots you). Go into the hall on the other side of the room. In this hallway lies a locked door that leads into a control room - a switch inside disables the security system and cameras. Cause a commotion here, be ready with heavy weaponry, and defeat all guards that emerge. Enter the control room and use the lever.

Go to the right and search the cubicles for intelligence items. Go up the stairs and enter the sliding door. Move through the right door in the next hall.

**Objective: Locate the baron's safe.** Follow the rooms to an adjacent room with pictures and a tusk formation on the left side. Approach the crooked picture and use it to reveal a keypad.

**Objective: Crack the safe and photograph any relevant documents.** Use the code breaker on the keypad. The result opens a passage under the tusks. Enter the passage and use Cate's sunglasses in infrared mode. Spot the lasers. The first room is easy to pass - simply crouch under the moving laser beam. There are three rooms to pass. The first two are easy, but the third can be challenging.

As you enter the third room, leap over the one on the ground and hug the far wall. If you're quick enough along this wall, you can reach the opening to the next room before the laser on the ground returns to your side. The fourth room appears impossible - and it is, so you must find an alternate room. Look at the





ground and spot the grate. Open the grate and crawl in the small space below the room.

Exit into the safe. Grab the intelligence items and photograph the ledger with Cate's sunglasses to conclude the scene. At the end of the mission, Volkov captures and kills Tom in front of Cate... Cate escapes unarmed but is definitely phased by the fact she has now lost two partners.

### An Ounce of Hope, A Pound of Despair

**Briefing:** A bittersweet success, to be sure, but a success nonetheless. Recovering from Agent Goodman's death will be no easy task, but you can be sure H.A.R.M. won't sit idly by while you grieve.

The information you recovered from the headquarters of Dumas Industrial Enterprises may prove to be the break you've needed. Report to the war room for a full briefing.

**Objective:** Report to the advanced field tactics area.

Watch the briefing as Cate, Mr. Jones, and Mr. Smith plan a recovery from last mission's devastating turn of events. After much discussion, you're sent to the field tactics area to receive two new items - an acid gas perfume and a camera disabler. Finally, Cate gets to train on a motorcycle in preparation for the next mission.

## Mission: Rescue Attempt

**Briefing:** If Doctor Schenker is indeed being held in this secret underground research facility in North America, it's a safe bet he won't be there for long once H.A.R.M. figures out what you're up to.

The first step is to identify and detain the American Railways conspirator so that we can interrogate him. You must then locate the hidden entrance to the facility, find Doctor Schenker, and get him out alive. Without him, we're doomed.

**Objectives:** Get inside the train. Contact UNITY agent. Apprehend H.A.R.M. agent. Retreat to the caboose and disconnect it. Locate the entrance to the



underground laboratory. Locate Doctor Schenker. Escape the facility with Doctor Schenker.

## Rescue Attempt, Scene 1

**Objectives: Obtain a passenger ticket. Find the passenger roster. Avoid the conductor until you have a ticket. Prevent civilian casualties.** Avoid the door ahead of your start position, or the guards will hear you. Or, you can just take them out now if you wish. Turn around (grab the intelligence item from the room) and exit out the rear door. Walk through the foot car and keep moving until you locate a bathroom on your right. You'll hear the conductor strolling through the train cars ahead of you. Hide in the bathroom and let him pass - you don't have a ticket, so you must avoid him.

Listen for the conductor to pass by your position. Exit the bathroom, turn right, and continue into the next set of cars - the sleeping cars. Explore the sleeping quarters for intelligence items. There are two guards ahead. You can attempt to sneak around them after one leaves or simply shoot them. Explore the second room on the left to locate a train ticket - now you can bump into the conductor without fear of blowing your cover. Search the additional sleeping rooms past the guards for possible intelligence items.

Return to the start position and kill the guards if you haven't already. Continue through the cars and search all available rooms for intelligence items. Approach the conductor's office. Enter inside and grab the passenger roster.

**Objective: Contact the UNITY agent.** Return to the rear of the train and enter the third sleeping car. Open the first door on the left to meet the UNITY agent and receive your next objective.

**Objective: Apprehend the H.A.R.M. agent.** Return to the front of the train and move past the conductor's office. Enter the second door on the right after the conductor's office to automatically apprehend the enemy agent.

**Objective: Retreat to the caboose and disconnect it.** The train is littered with guards now, so be prepared for heavy firefights. Return to the train hall and defeat all enemy agents as you move back to the last car. When you enter new areas, be sure to explore for intelligence items. Use heavier automatic weapons upon encountering multiple opponents. When you reach the caboose, you'll spot a wheel switch. Leap over the switch and turn around to face it. Use the wheel to disconnect the caboose and end the scene.



Disconnect the caboose by using the wheel.

## Rescue Attempt, Scene 2

**Objective: Rendezvous with the UNITY contact.** Get off the train and kill the guards up ahead. Enter the shed and search for items. Read the note adjacent to the tunnel entrance for an intelligence item. Bust the boards blocking the tunnel. Enter the tunnel and approach the train depot ahead. There are cameras to the left and guards up on a bridge ahead. You can take out the guards without fear of setting off an alarm, just avoid the camera along the left wall.

Walk to the end of the walkway and ascend the ladder. Continue over the catwalk as you cross the bridge to the left. Walk over to the lumberyard building. The front hanger door isn't operative, but spot the small crawlspace



to the left. Crouch and crawl inside and follow the underground area until you spot a hole in the floor.

**Objective: Locate the entrance to the underground laboratory.** Climb out of the crawlspace and go left. There's a guard here and two more outside. Defeat the one inside with a head shot but don't disturb the others - they're very close to an alarm. Sneak around to the right into the path between the stacks of lumber. Follow the maze-like path until you can jump onto the lumber stacks. You'll spot a motorcycle in the distance and two guards below. Shoot the guards and approach the motorcycle. Be wary of a camera along the right wall.

Approach the motorcycle and kill the guards ahead of you. Get on the motorcycle and follow the road until you reach an outpost with a gate. Jump off the motorcycle and shoot the guards at the outpost. Search the interior of the outpost for items. Get back on the motorcycle and jump the gate by driving over the stack of railroad ties to the gate's right.



Use the code breaker on the exposed keypad to open an entrance to the left.





Once you're over the gate, continue along the road. Several guards stand along the road. Stop the motorcycle and take them out. Resume course on the road and repeat as necessary until you reach a clearing with a helicopter patrolling the skies. The best way to avoid initial damage is to drive quickly toward the left and approach the ladder. Get off the bike and ascend the ladder. Defeat the two thugs at the top. Grab their weapons (which include a grenade launcher).

Take cover behind the objects here to defeat the helicopter. It should fall quickly to the heavy submachinegun. Once you're clear, push the red button and descend the ladder. Approach the open rock face and notice the keypad. Use the code breaker on the keypad to open a hidden entrance to the left. Head inside to complete the scene.

### Rescue Attempt, Scene 3

**Objective: Find the security office and disable the alarm system. Locate Doctor Schenker.** Follow the catwalk down and take out the guards below as you move. Don't worry about the alarm going off - it will be deactivated soon enough. Go to the bottom of the catwalk and finish off all remaining guards. Enter the small room and use the keypad inside to open the large concrete door. Go through the tunnel and face more guards.

Follow the tunnel to a door on the right. Enter inside and grab the cigarette lighter on the table. Continue into the next room and drop into the area with the crates. Locate the door with the combination lock. Take out the lighter and select the welder function. Kill the guard inside and snag the security pass from the table. Use the red button at the end to disable the alarm system.

Return into the warehouse and the top hallway. Locate the lift with a monitor in front of it. Use the monitor to insert the security pass. Enter the lift and use the keypad once the door closes. Ride the lift. Exit and enter the locker room to the right. Kill the guards here. Explore this whole area for additional items, including the woman's bathroom for some fuzzy slippers (they reduce movement sound by half).

Locate another lift on this level and go down. Exit to the left and kill the guards beyond the door. Go left at the intersection and destroy the lock with a bullet. Enter the room to locate Doctor Schenker. Talk with him.





**Objective: Escape the facility with Doctor Schenker.** Pick up the code breaker on the desk if you don't have one. Go right from the entrance to this area and locate the keypad on the right wall. Use the code breaker to open the door. Follow the hall to a room filled with electricity. You must traverse the metallic flooring and avoid the electricity. Just walk over the metallic floor the moment the electricity stops. Traverse the area and terminate the guard inside.

Go up the stairs and follow the path to a door. There's another keypad here - use the code breaker to open the door. Eliminate the guards. A locked gate to the left blocks some power-ups and intelligence items. Make sure Schenker is still behind you and eliminate all the guards (who will try to kill Schenker if you're not careful). Proceed to the exit to conclude the scene and mission.



Watch the pattern of the electricity to avoid damage - and hurting Doctor Schenker.



## A Stern Warning

**Briefing:** Although the rescue of Doctor Schenker was absolutely imperative if UNITY were to have even the merest hope of victory, it comes at a grievous cost.

There is still much to accomplish, but very little time in which to do so.

**Objective:** Report to the advanced field tactics area.

The briefing begins with a cutscene - H.A.R.M. explodes a town, killing Lester Cheems and 1,299 others. You receive a new message from the puppet before being whisked away into field tactics. Here, you receive a new upgrade to the sunglasses, a mine scanner.

## Mission: Trouble in the Tropics

**Briefing:** There is a small but nonetheless intriguing possibility that H.A.R.M. is storing the antidote for the reagent at a secret launch facility on an island off the coast of Mandaru.

Your first objective will be to establish whether or not such a facility even exists. If it does, you must infiltrate it and retrieve a container of the antidote.

**Objectives:** Ride the main lift to the surface level. Locate the hidden launch facility. Infiltrate the facility. Get aboard the rocket ship before liftoff.

The mission begins near a dock. A couple of guards complain about the arrival of a sub. Cate begins, in scuba gear and spear gun in hand, concealed behind a crate.

### Trouble in the Tropics, Scene 1

**Objective: Disable the communication equipment.** Kill or avoid the nearby guards. Go into the door on the far right side and enter. More guards are here - if you're going to kill them, do it quickly, so they die outside the view of the camera to the right. Enter the door ahead and on the left. Be wary of the camera. Get the items from inside the room. There are two doors outside - from your perspective, it's one door to the left and another to the right.



Enter the door on the right. Proceed down the hall. Explore the storeroom down the right hall if you wish. A keypad locks the door at the end of the main hall. Use the keypad and enter the office. Shoot the radio inside the room to disable communications. Search the file cabinets for an intelligence item.

**Objective: Ride the main lift to the surface level.** Exit back to the main hallway and enter the door on your right. You enter a dark warehouse. Search the area for an intelligence item. Enter the doors on the other side. Ride the left lift. It will eventually stop on the way up. Shoot the guard and technician across from you and their lift explodes. Leap onto the support beam separating the two lifts. Leap to the ladder and ascend to the ledge.

**Objective: Locate the hidden launch facility.** Go through the door and up the stairs into a room with guards. Terminate the guards and snag the blueprint. Go around the room to a door with a keypad. Use the code breaker to open the door. Proceed through the door at the end of the hall to complete the scene.

## Trouble in the Tropics, Scene 2

**Objective: Locate the hidden launch facility.** Listen to the guards' conversation ahead. Kill them and search the crates in the area for intelligence. Be wary of the guards in the tower here. Take them out with the sniper rifle. After terminating all the guards, follow the path to the right. More guards will approach as you move; terminate them before continuing onward.

Look for towers and stop your progress when you spot one. Kill the guards inside with the sniper rifle or other long-range weaponry. You will eventually reach a dead-end into a fence. Kill the two guards nearby and locate the swampy path off to the right. Search the area for an intelligence item. Go over the concrete bridge and shoot the guards ahead. You will arrive at a wooden bridge. Terminate the three guards on the other side. Traverse the bridge carefully, jumping over the gaps and avoiding the green wooden planks.

At the intersection, go right to check near the fence for an intelligence item. Go left now and approach the ruins. There are many guards here. Trigger their arrival by using the sniper rifle versus the one adjacent to the center door. Lure the others around the corner and take them out with machinegun weaponry.





Search the grounds for intelligence items and enter the door to the right of the entrance. More enemies hide in here. Carefully eliminate them and search the rooms for items. Go out the back entrance of these rooms into a shallow river. Grab the intelligence item on the rock as you make your way to the clearing. Take out the sniper rifle and use it against the guards in and near the tower (there are three total). Turn left and spot the zipcord hook inside the circular opening. Use the zipcord to ascend and clear the scene.



Lure guards out of the structure and eliminate them before they have a chance to counterattack.

### Trouble in the Tropics, Scene 3

**Objective: Infiltrate the facility.** Go forward and spot the hatch on the floor. Pull out the cigarette lighter and use its lighter function to disable the lock on the hatch. Open the hatch and descend the ladder. Fall down onto the beam.



Descend each ladder and traverse each beam until you can leap into the water below. Pull yourself up into the pipe.

You can use the cigarette lighter to supply some light in the tunnel. Go forward and take the first right. Drop down into another pool of water. Emerge into the bottom of the launch area. Search the area for intelligence items. Listen to the conversation between the scientists. When it's over, you're called to quick duty.

**Objective: Sabotage the test firing.** You have only a minute to figure out a way to sabotage the launch. Pull out the cigarette lighter and switch to the welder function. Locate the combination locks holding up the support beams - there are eight in all. Use the welder twice on each one to break apart the locks. Once you have broken all eight locks, jump back into the water and swim away. A cutscene of the launch plays - and it doesn't go well.



Sabotage the test firing by breaking apart the locks holding up the support beams.





Return to the destroyed control room and go down the stairs. Tons of guards attempt to stop your progress here. Use a submachinegun to mow them down as they approach. Collect their ammunition, search the area for intelligence and items, and approach the door with the keypad. Use the code breaker to open the door and complete the scene.

### Trouble in the Tropics, Scene 4

**Objective: Avoid detection.** The mission objective doesn't lie - if you're spotted, the mission ends in failure. There is a technician ahead and a few guards to the left. Your goal is an open door to the left beyond the second block of crates ahead of you. To reach it, hide behind the crates ahead of you and slightly to the right. Wait until the technician walks to the left and walks toward the courtyard ahead of you.

Follow the technician and hide directly behind the crates on the left (face the courtyard). The technician stands checking the crates. As soon as the guard on the left looks toward the courtyard, jump onto the crate and run left quickly. All guards are looking away - you may hear some scientists spot you, but just keep moving. Duck into the doorway, and you've made it past safely!

Walk forward into a storage room and left into a locker room. Search both for intelligence items. There are two scientists talking in the room beyond the lockers. Kill them if you wish. Go into the storage room and proceed beyond into a room with crates on the right. Jump up the stack of crates and follow the narrow tunnels until you drop down into water.

Swim forward and locate a grate. Open the grate and spot the guard up on the bridge. Kill the guard with your spear gun. Walk under the bridge to the ladder at the end. Hide behind the barrels and approach the exit into the courtyard to listen to an important conversation.

**Objective: Eavesdrop on the conversation.** Listen to the conversation to discover the launch time of the rocket (and the location of the antidote). Don't be detected during the conversation. Remain carefully hidden behind the barrels.

**Objective: Locate a radio and contact headquarters.** There are two guards outside: one across from you and another down to the left. Take out the spear gun and go for the one across from you first. Wait until he's moving left (away



from the alarm) and shoot him. Take out the one down and to the left next. Terminate the scientist down near the second guard also. Walk across to the room and locate the radio inside. Use the radio to contact Foxhound.

**Objective: Get aboard the rocket ship before liftoff.** Enter the right-hand tunnel and listen to the scientists discussing the launch. Bust into their party and terminate them and the guards inside. Some will go for the alarm, so make sure you kill them quickly (you don't need to use the spear gun). Search the area for intelligence and items and go through the door at the end of the exiting tunnel.

**Objective: Obtain a space suit.** Walk toward the lockers and spot the sign pointing the directions to the rocket and the toilet. Look in the room labeled "toilet" and spot the astronaut in the space suit. Terminate him with a head shot and approach his body to steal his space suit. The mission concludes as soon as you have grabbed the space suit. Watch the cutscene of the launch.

## Mission: Low Earth Orbit

**Briefing:** Once aboard the H.A.R.M. space station, you must ascertain where the antidote is stored. Your space suit should mask your identity to some degree, but don't expect guards to be fooled. If you see anyone carrying a weapon, either avoid him or dispatch him.

When you've retrieved the antidote, you can start thinking about how to get back to earth.

First things first.

**Objectives:** Locate the command center. Shut down the security system. Find the laboratory umbilical. Obtain an antidote sample. Escape the space station.

The station's crew ponders why the rocket crew hasn't disembarked yet. One guard goes to check, but finds Cate's fist instead.

### Low Earth Orbit, Scene 1

**Objective: Obtain an antidote sample.** Exit the airlock ahead (use the switch to the right of the airlock) and listen to the conversation. You can simply walk past the guards - you're in a space suit, and they can't recognize



you. Continue to the next airlock door and open it as well. Walk to the hallway marked "Goldenrod" and proceed to the right. Turn into the first hallway toward the center of the area. Approach an area where two scientists are... sorting medical supplies (or so they say). Return back to the circular hall and go around to the other side to locate the staircase into the bar.

Walk down and approach the bartender. Spot the security pass on the bar - pick it up. Retreat back up the staircase into Goldenrod hall. Move back to the center section and locate the lift near the two scientists sorting medical boxes. Use the lift here and go down to Chartreuse hall - it's the hydroponics level.



**There's a security pass inside the lounge.**

Search the level and rooms for intelligence items. Approach the area marked: "Umbilical to Top Secret Labs" and walk up to the passage blocked by the red forcefield to receive a new objective.



**Objective: Shut down the security system.** You must find a way to disable the red forcefield to gain access to the top secret labs. Return to the Goldenrod level and locate another lift on the other side of the circular hall. Push the keypad to call the lift. Ride the lift up onto the Periwinkle sector, the "Research" level. Go left, then left again into the door.

Explore the labs for intelligence items, a code breaker, and a powerful laser pistol, the super atomic laser weapon. A guard approaches as soon as you pick up the weapon. Terminate him with a single accurate shot. Exit back into the Periwinkle circle and go left. Watch out for guards now, as they are patrolling around the station now that you possess a weapon.

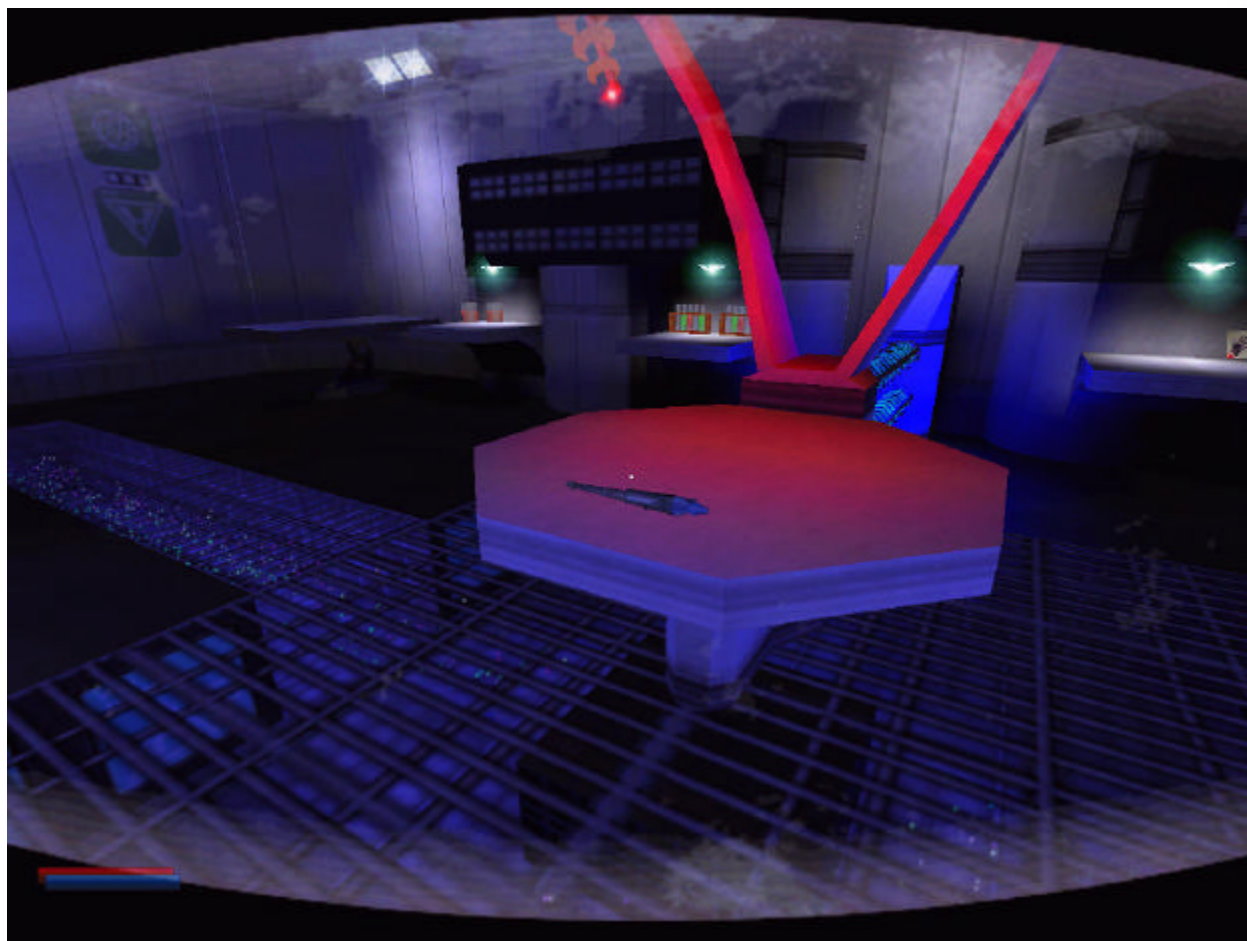
Approach the monitor and use the security pass to open the door. Enter the zero-gravity area. Go all the way up (snag the intelligence item) until you reach the Raspberry section. Exit the zero-gravity area and walk into the adjacent room. Terminate the guards below and use the lift in the rear section of the room to reach the higher catwalks.

Command module A and B flank the room. Enter command module A first and open the door on the right. Use the code breaker on the keypad next to the active monitor. When it's complete, pick up the code breaker and make a note of the monitor, which indicates that the red security field has been partially disabled.

Exit command module A and enter command module B. Perform the same task - place the code breaker on the keypad next to the active monitor. Once it completes, the security field has been disabled.

Return down the zero-gravity area and return to the Goldenrod sector. Locate the lift leading to the Chartreuse sector and the red security door - which isn't there any longer. Walk into the umbilical to proceed toward the top secret labs. Cross the long bridge over the habitat and make sure you eliminate enemy guards quickly. You arrive in the Aquamarine sector. Traverse the long tunnel ahead and note the meteor shower in space outside. Watch for an enemy that appears behind you - enter the door at the end of the tunnel to complete the scene.





Pick up the super atomic laser weapon from the table.

## Low Earth Orbit, Scene 2

**Objective: Obtain an antidote sample.** You're on the Burnt Sienna sector and have five minutes to complete your mission - the space station is busting apart. Go forward, to the right, then to the left. Check the area for intelligence items though time is critical. You'll enter the escape pod area and notice several scientists jumping into pods. Remember this location, as you must return here shortly.

Use the lift and walk around the circular catwalk to the lab on the other side. Enter the lab and grab the beaker container - it's the antidote sample.

**Objective: Escape the space station.** Retreat back to the lift - which collapses in front of you! To get back up to the escape pod room, you must jump up the ledges that line the shaft. Just keep rotating in a circle in the





shaft, jumping to each higher ledge. You must move quickly, as some ledges will crumble beneath your feet.

Reach the escape pods and get inside the one with the intelligence item to complete the scene and the mission.

## Good Luck and God Speed

**Briefing:** You have the antidote, but you still don't know to whom you should administer it. The next step will be the most uncertain so far. It will also be the most critical. The price of failure will be measured in innocent blood.

**Objective:** Report to the advanced field tactics area.

You begin at the briefing. Cate wants to check out the status of the baroness. After much deliberation, you're sent on the mission. First, you make a quick stop in the field tactics area, though, to learn how to drive a snowmobile. Complete the course and the training to proceed to the next mission.

## Mission: Alpine Intrigue

**Briefing:** If your theories are correct, the baroness will lead you right to the list of H.A.R.M.'s intended victims. You must retrieve that list and put an end to H.A.R.M. before more innocent people die.

Time is short, Archer. You must succeed.

**Objectives:** Tail the baroness to locate the private gondola station. Get on the roof of the gondola car before it departs. Rendezvous with UNITY operative. Locate the maintenance gondola station. Proceed to the chateau.

Cate speaks with the UNITY contact about the baroness - Cate also gives the man a mission. Watch the conversation between the baroness and several thugs and get ready to be on the move.

## Alpine Intrigue, Scene 1

**Objective:** Tail the baroness to locate the private gondola station. Avoid detection. The baroness immediately heads away from you, flanked by a couple of guards. You can head to the ground via the nearby door and staircase or stay on this upper level and follow the catwalk to a spot



overlooking a van and a few guards. The baroness will soon walk under this area and into the doorway on the right. Wait for the baroness to move under you and walk through the door. Return to the ground level and approach the van and guards.

The key to remaining undetected from the baroness is to wait until she is far away from the stationary guards. Lure the stationary guards away from their post and terminate them. As long as the baroness can't hear you, you should be safe from detection. Lure these two guards away from the doorway on the right after the baroness has long passed through.



**You can take shortcuts to the gondola station through the nearby structures.**

Walk into the tunnel and spot two more guards at a distance. Lure them into the tunnel and terminate them. Make sure you're searching nearby buildings



for intelligence items. Even if you lose sight of the baroness, you can still locate the private station.

Continue forward and spot the bar and guard. Take out the guard and search the bar and other structures for items and intelligence. Go to the right and spot the two guards under the Christmas lights. Lure them away and kill them. The entrance to the private gondola station - and the end of the scene - is located through a doorway just beyond and to the left of the Christmas lights.

### Alpine Intrigue, Scene 2

**Objective: Override the security lockdown. Don't set off any alarms.** You start behind a building to your right. There are two guards over there. Remain concealed at the start of the scene and peek around the corner to spot the guards walking away from you. Enter the door to the immediate right into the structure. Pick up the silencer from the supply room. Move through the barracks area and locate the open window. Hop through and avoid the camera on the left. Spot the guard ahead. Hide behind the crates on the left until the guard passes you.

Once he's passed you, go left around the structure. Two guards are up ahead in conversation. You can enter the garage door on the left and hide until the two are finished with their conversation. When one leaves, hug the left-hand wall and quickly scoot into the open door (avoid the camera). Snag the intelligence item from the room. Go straight and past the double doors on the right. Enter the supply rooms to pick up the briefcase (and modified missile launcher) and intelligence item.

Return to the doorway you passed on the right, which leads into a warehouse. There's a guard patrolling inside. Avoid him by hiding behind the crates throughout the room. Exit the door on the left side (the right side leads to a garage area). There are two guards outside singing. Avoid them by hugging the right-hand wall and hiding behind the building. Move forward and crouch behind the crates.

After the guards conclude their discussion and one leaves, wait until the remaining guard is looking away and enter the door under the camera (avoid the camera as well). Be quiet as you enter, as there is a guard to the right. Kill the guard as silently as possible (with the door closed). Use a code breaker on the control panel to the left to open a door near the scene's start position.



**Objective: Rendezvous with your contact.** You must return to the scene's start position. Return through the warehouse. You can shoot guards but you must make sure the guards don't set off any alarms. Return outside after the warehouse and locate the open window through the barracks. You'll spot the open gate as you near the start position. Walk through to conclude the scene.

### Alpine Intrigue, Scene 3

**Objective: Locate the maintenance gondola station.** Move forward toward the house. There's a guard patrolling in front of the house and two more on a higher ledge to the left. Kill the guard patrolling the house grounds, then take out the two on the high ledge. Approach that high ledge and spot the arch to the left. There are more guards in here - two in conversation on the ground and more on the upper levels. Take out the ground guards, then carefully eliminate the higher guards.

Enter the door on the far right side and go upstairs. The door on the right leads out to the balcony - visit it to collect the dead guard's weapon and ammunition. Go through the left door and enter some quarters. The doors on the right lead to small rooms and some items. Go through the far left door and terminate the guards. Enter the far left door to locate an open window. Drop down and follow the road to the left. Kill the guard ahead then peek out into the courtyard. Avoid the spotlights. Locate the grate on the ground - open it and crouch inside.

**Objective: Find a place to warm yourself before you freeze to death.** You just fell on some very cold ice. You have five minutes (indicated by the countdown on the top of the screen) to locate a place to warm up. Shoot the ice to break open a hole. Dive into the water and swim toward the gate. Shoot open the padlock and swim under the new patch of ice. Fire your weapon at the weak area of the ice and pull yourself out.

Follow the snowy mountain path and take out the guard near the sign (he carries a grenade launcher, so be careful). Quickly cross the unstable bridge to the left. Hug the right wall when you reach the narrow path. Enter the cabin in the distance, and Cate finds something warm. Walking inside the cabin concludes the scene.

### Alpine Intrigue, Scene 4

**Objective: Locate the maintenance gondola station.** Search the crates inside the cabin for a scope. Exit the cabin and go left to mount the





snowmobile. Drive forward and leap over the chasm (go full speed at the steep incline). Drive forward until you spot a bridge. Get off and eliminate the high guards from long range. Resume your course through a tunnel and encounter more guards patrolling the snowy path. Get off well before you reach the guards to eliminate them from long range. Continue to drive and keep killing guards until you reach a tower.



**Blow up the red barrels in front of the small house not only to eliminate a guard, but also disable the power to a nearby electrified fence.**

There are three guards here: one in the tower, one near the building on the right, and one near a fence to the left. Take out the guard near the fence, then shoot the red barrels in front of the building (eliminating the guard there), then shoot the guard on the tower. Destroying the red barrels also destroys the building - this disables the electricity feeding the fence to the left.





Drive up to the fence and use your cigarette's welder function to break open the padlock. Walk up to the structure to grab some armor. Continue your course on the snowmobile and discover more guards patrolling. Stop before you reach them and eliminate them. You will eventually reach a minefield (heed the warning on the fence). Don't drive through. Get off and use your sunglasses in mine detector mode to discover the mine patterns. Mount the snowmobile and drive through the minefield, avoiding the mines.

Continue ahead until you spot a bridge. Eliminate the guards from long range. You'll reach another fence with many crates out front. Get off the snowmobile and take out the guards on the other side of the fence. Climb the crates and jump over the fence.

**Objective: Proceed to the chateau.** Walk through the tunnel and search the truck near the crates for armor. Follow the tunnel until you reach some guards. Take them out and the others nearby. You can enter the door on the left to search rooms for additional armor - beware of the room with the raised ladder as the center explodes moments after the ladder goes up. Approach the gondola and pull the lever. Hop on the gondola to conclude the level.

## Mission: The Indomitable Cate Archer

**Briefing:** Once you reach the chateau, you will have to act quickly. The first challenge is to locate the list. The greater challenge will be to deliver it to Command.

Needless to say, subtlety is advisable. The odds against you are already overwhelming enough without drawing undue attention to yourself.

**Objectives:** Infiltrate the chateau. Locate the secret entrance to the underground base. Locate the baroness' secret lair. Recover the list of names.

### The Indomitable Cate Archer, Scene 1

**Objective: Infiltrate the chateau.** Walk over the beam ahead and follow the rooms to the staircase down. Search the area for possible intelligence items. Walk past the fireplace to the open door on the left. Kill the guards ahead and walk around the gondola machinery to the door. Proceed upstairs and open the door at the top. More guards lurk here; terminate them, then enter the left office and ascend the ladder. Search the area for possible intelligence items.



Open the hatch at the top and enter the crawlspace. Stay on the roof and spot the opening to the right. Look around for possible intelligence items before moving onward. Shoot or open the padlock and exit. Enter the room to the right and kill the mechanic. Use the lever on the powerbox and resume your course in the hallway.



**No need to be stealthy here - just take out that technician!**

Search forward (comb the area for possible intelligence items), then go through the path to the left. Kill the guards here. Enter and use the lift. Exit the lift and go down the stairs ahead of you. Enter the courtyard - Armstrong captures Cate!



## The Indomitable Cate Archer, Scene 2

**Objective: Kick Armstrong's arse.** Armstrong tosses you into a makeshift jail. After a long cutscene with the baroness, you can convince Armstrong to let you out and have a fist fight for your freedom. If you manage to beat him, he'll let you go. But first, you must rile him into a fight. Select dialogue choices that incite him to battle (call him a girl, that he wears a skirt, and so on) and prepare for the fight.

Defeating Armstrong requires hit-and-run techniques. Approach him, press the button to throw a punch, and retreat. Watch Armstrong's arm movements closely and move Cate backward when he's about to punch. Don't move too far back from Armstrong, though; he'll toss a grenade that causes significant armor damage. Keep bobbing and weaving and avoid close contact when Armstrong swings. Armstrong's health bar is shown at the top of the screen. Reduce his health to zero to defeat Armstrong and win your freedom.

**Objective: Recover your gear.** Check the jail for an intelligence item. Exit through the double doors. At the intersection, go left (there are guards to the right) and approach the open window - but not too close, as there's a searchlight outside. When the searchlight isn't on the window, drop down and spot the window to the right. Crouch below the small stone obstructions, proceed along the right path, and leap through the open window.

You must work quickly. There's a guard to your left - and he's pulling out a gun. Move forward toward the desk and grab your equipment. You'll pull out your pistol. Turn toward the guard in the room and take him out with a quick head shot. Scamper over to the right-hand wall (from the entrance) and prepare to shoot additional guards that arrive from the doorway on the back right area of the room. Peek around the wall and shoot them in the chest and arm until both are dead.

Make sure you picked up all the items and exit the room through the gate. Search the crates in the next area for intelligence items. Go down the ladder and around toward the fence by the pool. Spot the hole in the fence; crouch and crawl underneath the hole and move toward the ramp. Enter the door at the top of the ramp. There's another searchlight outside, so be careful. Two guards stand to the left and additional guards can be found high on ledges. Shoot them all, retreating back inside the room for cover.



Approach the locked door and use the cigarette lighter (in welder mode) to break open the lock. Enter the room to the right of the staircase and approach the woodpile in the back. Use the piece of wood sticking out to open a secret passage.

### The Indomitable Cate Archer, Scene 3

**Objective: Locate an antidote sample.** Cate learns that she's been infected (during an incident in the club), and you have a countdown timer of ten minutes to locate the antidote sample. Go down the elevator and terminate the guards. Go up stairs and around to the far side of the room (past the elevator). There's a guard in the room to the left. Use the ladder and open the locker to pick up an item. Enter the door and through the hallway until you reach a room where the walls begin closing in.



Inside the gas trap, look up to spot a zipcord hook.





You've been trapped, and two guards release gas into the room: "See how long you can hold your breath." Look up at the ceiling and spot the hooks. Take out your zipcord and use it on the hooks. Drop onto the beams and descend the ladder. Kill the guards and use the fan to shut off the gas. Exit the area and continue down the hall. Take a left at the intersection. Kill the two guards and continue to the end of the hall.

Follow the catwalk to the console. Press the red button - this moves the antidote sample onto the table below. Exit down off the catwalk and use the staircase. Enter the containment area and grab the antidote sample.

**Objective: Locate the baroness' secret lair.** Return to the main hall and go up the stairs you bypassed. There are technicians standing inside. Kill them all with your weapon. Locate a hatch in the left warehouse. Shoot or pick the lock. Open the hatch and descend the ladder. Go left toward the door to end the scene.

### The Indomitable Cate Archer, Scene 4

**Objective: Locate the baroness' secret lair.** Go down the hall and through the tunnel on the lift. Open the door at the end and spot the train shown during the scene's opening cutscene. Traverse the catwalk and enter the door at the end (stay crouched to avoid detection). Enter the door at the end and go up the stairs. Kill the technician and the guards that arrive. Go right and follow the path to the door. Ascend the staircase and arrive to the top of the train area. Search the train interior for possible items.

Ascend the nearby ladder. You reach an area overlooking the train. Enter the lounge area to search for possible items. Go through the far door and follow the hallway to the cavern - there's water on the right and a lounge area on the left (look for possible intelligence items here). Cross the bridge. Once you're halfway over, obstacles appear, and the bridge starts splitting. Look closely at the water and notice a shark arriving from an adjacent pool.

Turn around and locate the guard on the high ledge. Kill the guard, and he drops into the water. The shark swims over to gather the food. Fall into the water (search quickly for intelligence items) and swim into the adjacent pool. Walk up the platform to the door. Reach the intersection. There's a break room to the left. Go right and defeat the guards. Use the lift at the end and enter the bar and lounge area. Walk behind the bar and pull the bar tap.





Use the beer taps behind the bar to reveal a new area.

**Objective: Recover the list of names.** Enter the opening. Traverse the tunnel to the door. Approach the chair behind the desk and use the red button. Approach the exposed keypad and use the code breaker. Pick up the clipboard.

**Objective: Prevent the baroness from escaping.** Kill the guards that enter the room after you pick up the clipboard. Exit through the door indicating the helicopter pad. As you approach the pad, the helicopter takes off and the Baroness escapes no matter how fast you move. Approaching the helicopter concludes the mission.



## Mission: A Very Large Explosion

**Briefing:** Now that you have the list, you must get off this mountain alive. You should expect heavy opposition. It's what you don't expect that you should be afraid of.

There's also the matter of the name you glimpsed at the top of the list.

**Objective:** Get to the helicopter in the main courtyard.

### A Very Large Explosion, Scene 1

**Objective: Rendezvous with UNITY forces.** You start inside the kitchen - guards enter from the left. Shoot the guards then enter the hall they emerged from. Go to the right into a large dining hall. Kill the guards taking cover behind the overturned table. Open the grate on the wall. Head left down the narrow hall to another grate. Open the grate and exit into the room.

Terminate the guards and open the doors to the right. Exit into a long hallway and quickly take cover behind the pillars. There's a sniper on the balcony to the left. Peek around the pillar and take shots on the sniper. Take cover in between shots to remain safe from the powerful sniper shot.

Go up the staircase and take a left. Hug the right wall and locate the secret wall panel just before the locked door. Enter this secret room and photograph the ledge with your sunglasses to earn an intelligence item.

Return to the staircase and go right. Use the crooked painting on the wall to open a passageway. Go left inside the passage and open the grate. Head left to explore for weaponry, then go right to locate a wooden door panel. Open the panel and kill the guards inside the bedroom.

Examine the fireplace and locate the red switch. Use the switch to open a passage into the adjacent room. Terminate the guards there. Look left of the bed to spot the unusual wall. Use the wall to open another passage. Use the grate and enter the library. Kill the guards inside and use the bookcases as cover. Exit via the door on the far right end of the room.

Call the elevator with the switch and explore the balcony for armor. Ride down the lift and approach the UNITY contact for a quick cutscene.



You'll notice the wall is a bit different left of the bed.

**Objective: Get to the helicopter in the main courtyard.** The UNITY contact opens the door, and several H.A.R.M. guards greet him. Shoot the guards, then walk outside. Check the right path for items, then proceed to the left. Take out the guards and the searchlight. Don't neglect the guard standing in a window just under the searchlight. Go right through the gate and approach the door. Follow the sign marked "Main Gondola Platform."

**Objective: Continue to the main gondola platform.** Open the door and don't shoot the UNITY agent (though he dies shortly to a sniper's bullet). Another one of those "bored" chicks (the other was the sniper you battled earlier in the scene) attacks with an AK-47. Defeat her quickly with a burst of machinegun fire. Peer around the corner to the left and spot the final "bored" chick with another sniper rifle. Take her out, though be sure to duck back into the hall to take cover from her weapon.





Exit and explore the area for armor and items. Jump onto the crates to the left that lie near the collapsed beam. Traverse the beam around the area until you reach the area over the blockage. Drop down past the blockage and walk to the door to complete the scene.

## A Very Large Explosion, Scene 2

**Objective: Get off the mountain alive.** It appears the helicopters have left without you! Kill the guards up ahead and spot the gondola. Use the lever on the right and quickly leap inside the gondola to begin your trek down the mountain. It's quiet, but doesn't stay that way for long. H.A.R.M. has sent out six helicopters to stop you.



You must fight off six H.A.R.M. helicopters to survive the trip down the mountain.



**Objective: Fight off enemy helicopters.** The H.A.R.M. choppers arrive from the rear of the gondola. Look out the windows and spot them as they fly in from a distance. Use any machinegun weapon to take them out. Use the window posts in the gondola as protection against the helicopters' deadly machinegun fire. You have six to defeat in all. The helicopters swoop in close and attack. Rip into their hull plating with your weaponry and down them in turn. After you blow apart the sixth helicopter, you witness a cutscene of Dumas eating... then exploding.

**Objective: Get down safely.** You're on the wobbly gondola after the cutscene concludes. Look at the nearby tower and spot the hooks for your zipcord. Peek out the side of the gondola and use the zipcord on the hooks to pull yourself to the tower. Descend the ladder to encounter Volkov! After some discussion, both you and Volkov fall into an underground cavern. Cate's weapons have been scattered, though Volkov managed to hold onto an AK-47. You begin the fight across a chasm from each other.

**Objective: Defeat Volkov.** If you need armor fast, head left first. If not, head in the opposite direction up the incline. Jump as you move up to avoid falling off the crumbling ledge. Walk to the armor and pistol and pick them up. Hide behind the nearby rock. From this vantage point, you can strafe out from the rock and take shots on Volkov. Wait until he exposes himself to try and take a shot and return the favor with a few blasts of your own. Remember to stay behind the rock when reloading or when avoiding his shots. Defeating Volkov completes the scene and mission.

## Mission: Such is the Nature of Revenge

**Briefing:** You've escaped with the list.

The baroness has escaped, but it's only a matter of time before she's brought to justice.

Volkov and Baron Dumas are dead. Meanwhile, Armstrong has vanished, but it seems unlikely that you have anything to fear from him.

All that is left is to report the good news to command.





**Objectives:** Fight your way back to the upper landing. Report to UNITY headquarters.

Cate begins the final mission inside a phone booth reporting back to Mr. Jones at command. Cate plans to send the list momentarily - but the baroness interrupts her!

### Such is the Nature of Revenge, Scene 1

**Objective: Defeat the baroness.** The baroness is shooting you as you gain control of Cate. Don't bother taking cover - just quickly fire off rounds from your pistol. After you've unloaded the weapon on her, she slumps over and reveals that Cate still hasn't got one. The baroness has infected herself and plans to blow up the village - which will keep Cate from sending the list back to command!

**Objective: Get all the civilians off the streets before the baroness explodes. Prevent any civilian casualties.** You have about a minute and a half to rescue all the civilians on the streets. First things first, however - shoot the guard on the high balcony to Cate's right. There's an intelligence item to the left of the phone booth (on the ground) and an ammo crate behind your start position. You'll find another intelligence item through the door forward and to the left of you - it's the roll of film on the bed.

Quickly run to the left past the baroness and locate civilians. All you must do is activate them (as if you wanted to speak with them) to order them into a shelter. Run through the tunnel and exit just in front of the restaurant (you've been here in a previous mission). Trigger the civilians nearby to order them into a shelter. You can eliminate the guard on the balcony ahead or simply run past him. Locate the civilian near the restaurant to the right, then enter the tunnel to the left.

Walk up the incline and open the door. Order the two civilians ahead to take shelter and turn right to spot another hiding on the staircase (he's easy to miss). Make sure you have rescued all three, then hurry to the left and the next area. You may encounter additional guards on the high balconies. If you have time, stop and shoot them. If not, just keep running and take the damage.



Locate the final two civilians near the car and order them to shelter to complete the scene. Cate takes shelter of her own and is protected against the baroness' grisly explosion.

## Such is the Nature of Revenge, Scene 2

Cate arrives back at command for a debriefing and a celebration. After some discussion (about a much needed break), Cate goes to Bruno's grave to finally mourn the death of her friend. Before she can, though, Tom Goodman arrives. Apparently he's not dead - and he's not an ally! He's the traitor!

**Objective: Defeat Goodman.** This firefight is similar to the one you participated in against Volkov. Hide behind the headstones and take a shot against Goodman (who's using cyanide-laced bullets!). Snag the ammo crate next to your start position. You can also explore the cemetery for additional armor as well as a vial of antitoxin in the cemetery's center.



Goodman fires cyanide-laced bullets. Take cover behind the headstones and use the antitoxin to help reduce damage.



It's best simply to remain behind cover and take shots as Goodman leaves himself vulnerable when he's trying to attack. Defeat Goodman, and a cutscene starts to play. It's Mr. Smith, and he's come to rescue you... nope, he's the real traitor! Before he gets a shot on you, Mr. Jones comes to your rescue. Within moments, Bruno arrives as well! Your friend isn't dead and explains the complicated mystery to you... and Cate's not pleased that she didn't know Bruno wasn't really dead!

You've successfully saved the world from the likes of Mr. Smith, Volkov, Tom Goodman (actually the vacuum salesman from Ohio), and other nefarious H.A.R.M. bad guys. Congratulations! Be sure to hang around to the end of the credits to see the real mastermind behind H.A.R.M.!



## Appendix A

### Intelligence Items

**T**his appendix includes the complete list of intelligence items found in No One Lives Forever. The intelligence items are divided by mission and scene and also include any possible alternate locations. Collect intelligence items to receive bonuses, such as bonuses to health, damage, and accuracy, after each mission.

### The Assignment: 16 Intelligence Items

#### Scene 2 - 2 Items

1. Both items are acquired by choosing the non-aggressive responses to Mr. Smith's questions.

#### Scene 3 - 14 Items

1. 8 items on the tables in Intelligence training room
2. Blueprint on table after leaving bomb deactivation training
3. Letter on table after stealth training
4. Note on wall in 2nd firing range area - dum dum rounds training
5. Note on wall in 2nd firing range area - shoot through walls training
6. Dossier on table after lockpick training
7. Note on wall after picking locks and before poison dagger training

### Misfortune in Morocco: 41 Intelligence Items

#### Scene 1 - 7 Items

1. Envelope in the table in starting room
2. Envelope on the railing above courtyard with soda machines
3. Roll of film between soda machines
4. Folder under dresser in Room 12
5. 2 Envelopes in mailboxes. Mailboxes only open if you do not have Bruno call out the marks in the beginning. Choosing "I can handle this



on my own" opens one mailbox. Choosing "I just hope there are enough to keep me busy" opens both.

6. Envelope in locked room. Must take the zipcord to access room from the courtyard.

## Scene 2 - 14 Items

1. Note on the wall near monkey merchant
2. Folder in locked room near arguing couple
3. Envelope under bed in Room 101 (room with maid)
4. Briefcase in Room 201 (you get into it by jumping over balcony railing)
5. Envelope by TV in Room 204 (large 2nd floor room)
6. Envelope on bar by man who asks if you'd like a frosty beverage.
7. Folder on Travel Agent's desk
8. Dossier on window sill in courtyard to the right of hall just past Travel Agent's desk
9. Briefcase on ice machine in hall with guard who has to pee
10. Folder on table in elevator courtyard
11. Briefcase near the luggage dolly in elevator courtyard
12. Envelope on table in outdoor courtyard near conference room
13. Note on wall in room where Bruno is killed
14. Book on shelf next to note in room where Bruno is killed. Requires sunglasses

## Scene 3 - 11 Items

1. Dossier near bench where thugs shoot from in beginning
2. Envelope in planter in 2nd story area (need to take ramp up)
3. Envelope near phone in 2nd story area
4. Envelope on the floor in room past phone in 2nd story area
5. Dossier under table past fruit stand in 2nd story area
6. Letter under table on balcony where thugs were shooting from in 2nd story area
7. Briefcase at top of ramp that leads into the courtyard with 3 thugs (and one on balcony)
8. Envelope on crates in room with 2 thugs leaning on wall.
9. Dossier next to table in room with 2 thugs leaning on the wall
10. Blueprint in last area after swimming to the end of the canal
11. Last item is acquired by interrogating the thug rather than heading directly to the coast.





## Scene 4 - 9 Items

1. Envelope in tent in 2nd ruins (to the right of the 2nd car)
2. Note on sign leading into mine field
3. Briefcase near van in mine field
4. Envelope near vase after coming out of water (in the well) - Alternate location: Letter in the water (near landing with 2 guards)
5. Briefcase behind chair in room with 2 guards ("Just making sure you were awake")
6. Envelope on wall near 2 guards talking about the ship - Alternate location: On wall just past 2 guards talking about the ship
7. Film canister under fountain past generator room - Alternate location: Envelope on ground past guard who shoots other guard
8. Letter on crates in hallway before the generator room - Alternate Location: Briefcase behind generator
9. Dossier in room with guard off main courtyard - Alternate location: Dossier on crates in room between main courtyard and hallway to the water area.

## Requiem for a Spy: 2 Intelligence Items

### Scene 1 - 2 Items

1. First item is acquired by choosing the polite response to Smithy's question
2. Book in sunglasses training area

## Berlin by Night: 24 Intelligence Items

### Scene 1 - 3 Items

1. Envelope in the phone booth
2. Envelope on shelf in guard shack (where you bribe guard)
3. Envelope in room outside alarm shutoff switch

### Scene 2 - 10 Items

1. Note on the wall at the beginning
2. Envelope in room next to 2 guards talking about Dieter - Alternate Location: On shelf in room with 2 guards talking about Dieter



3. Reel to Reel on desk in office above room with crates - Alternate Location: On shelf near exit door in room with crates
4. Envelope on crates in room you access by picking gate lock and climbing in through window.
5. File near the sink in the kitchen - Alternate Location: On table in room with German flag
6. Book on desk in records library 1. Must be picked up with Sunglasses camera
7. Book on desk in records library 2 (across hall from 1). Must be picked up with Sunglasses camera
8. Item is gained by being polite to Von Haupt during conversation
9. Envelope on table in upper area of last building (overlooks front desk) - Alternate Location: On table near door that leads to Von Haupt
10. Envelope on crates in second basement room - Alternate Location: Film canister near pillar in the first basement room

### Scene 3 - 11 Items

1. Book on table near woman scientist in the beginning. Need sunglasses to pick up
2. Dossier on shelf in 1st room with scientist and periodic table chart
3. Envelope on bench behind lockers near CCCP soda machine
4. Blueprint on table of second room near scientists talking about Batman
5. Envelope in room near the Super Goat. Need Code Breaker to access this area from smaller goat test area.
6. Envelope on table in room after taking elevator up
7. File on shelf in room with small colored barrels
8. Briefcase in small room with scientist and equipment (upstairs)
9. Envelope on shelf outside of kitchen near picnic tables
10. File on bench in room at the end of the hall that leads to Dr. Schenker
11. Envelope on the table in room across the hall from Dr. Schenker

## Unexpected Turbulence: 8 Intelligence Items

### Scene 1 - 3 Items

1. The intelligence is gained by being polite to Dr. Schenker during the initial conversation
2. Dossier in the room on the left behind where you start
3. Envelope on the sink in the restroom



## Scene 2 - 5 Items

1. Envelope in conference room behind the cockpit
2. Briefcase on table in the room at the bottom of the ladder
3. Dossier on seat blocking the open door
4. Film canister on shelf by two guards talking about parachutes
5. Envelope on table in last room before falling out of plane 1

## Care to Explain: 1 Intelligence Item

### Scene 1 - 1 Item

1. Item is acquired by choosing the polite response to Smithy's question.

## Rendezvous in Hamburg: 9 Intelligence Items

### Scene 1 - 3 Items

1. Envelope on the desk in Manager's Office (2nd floor of Club)
2. Envelope left on table after talking twice to woman whose boyfriend is outside
3. Dossier in Ladies Room. Must be retrieved before talking to Goodman

### Scene 2 - 6 Items

1. Folder on barrel in wine cellar
2. Book on table (need sunglasses to pick up)
3. Envelope on desk of sleeping guard in room just before the kitchen
4. Envelope in sink in kitchen
5. Folder on the bar in back red room (follow the hallway opposite the stage where the thugs run out from)
6. Briefcase in end room where you go out the window

## A Tenuous Lead: 28 Intelligence Items

### Scene 1 - 8 Items

1. Envelope on table in first building (up yellow stairs) - Alternate Location: Behind the dumpster behind where you start



2. Envelope on table in the back office of the first building past the initial locked gate
3. Envelope in locked room of second building (need zipcord to retrieve).
4. Folder on boxes outside of locked room in 2nd building
5. Envelope in the locker before room with steam hazards
6. Note on the wall near missing valve handle
7. Note on wall near electrical switch
8. Envelope behind boxes in room with electrical switch - Alternate Location: On catwalk above machine that was electrifying ladder

### **Scene 2 - 4 Items**

1. Envelope on forklift in warehouse - Alternate Location: On boxes near exit door of 1st building
2. Folder on desk in room with "Albatross" on the chalkboard - Alternate Location: On other desk in the same room
3. Envelope on boxes outside to the right of the floating walkway - Alternate Location: Envelope behind the boxes outside on the barge
4. Reel to reel tape on table in locked room. Must listen to conversation between manager and guard and let manager open up room to acquire.

### **Scene 3 - 4 Items**

1. Folder on table in room with guy talking about playing drums
2. Envelope on bookcase in room with guy talking about playing drums
3. Envelope on crate behind you at the very beginning of level - Alternate Location: On crates in storage room near the crane
4. Dossier in hidden room, (in outdoor area after drum conversation). Need zipcord to retrieve, and must hop across crumbling pegs to get there.

### **Scene 4 - 8 Items**

1. The first photographed barrel. These are somewhat randomly placed.
2. Second photographed barrel.
3. Third photographed barrel.
4. Fourth photographed barrel.
5. An extra 5th item is awarded for photographing all 4 barrels
6. Envelope by lockers in room between the 2 large storage rooms.
7. Envelope in crate near green barrel. From green barrel, jump onto the top of stack of crates. Walk toward opposite end of the room and look over the edge. In one place there will be crates that you can drop to safely. One will have its door ajar. Open the door to find item.



8. Envelope on pipe in hallway with guard at the end (before taking ladder up to end level)

### **Scene 5 - 4 Items**

1. Folder on the overhead pipe in room you go through to avoid steam
2. Envelope on floor in flooded corridor near steam leak
3. Envelope on the table in the room that has your equipment
4. Folder on table in room behind the radio room

## **The Dive: 15 Intelligence Items**

### **Scene 1 - 4 Items**

1. Envelope in empty room across the hall from where you start - Alternate Location: Briefcase near the luggage rack in area with guards on upper balconies.
2. Envelope on fireplace mantle in room to the left of area with 2 guards on upper balconies - Alternate Location: Envelope on bed in same room as above.
3. Film canister in room at the end of the hall past guards who shut down the elevator - Alternate Location: Reel to Reel in room that maid opens for you
4. Envelope under chair near fireplace in lounge area past guards who shut down elevator.

### **Scene 2 - 4 Items**

1. Envelope in the corner of roof below where 3 guards shoot at you from - Alternate Location: On the floor near ladder you take to get into the air duct
2. Folder on roof with water tower - Alternate Location: On the floor near the couch in hall after falling into beer vat
3. Note on wall of shack in garden area
4. Envelope on stove near beer vat

### **Scene 3 - 7 Items**

1. Shipping manifest on table of office near shark room
2. Envelope near forklift in shark room (under office)
3. Blueprint in crate on right side of shark room - Alternate Location: On floor near crates in room after you swim through hole in ceiling.





4. Reel to Reel on shelf after coming out of vents - Alternate Location: In the center of shark room under toppled crates
5. Briefcase near ladder in room with blocked ceiling - Alternate Location: On shelf in the kitchen
6. Envelope in drawer of Captain's quarters
7. Captain's Log on the bed in Captain's quarters

## **A Man of Influence: 19 Intelligence Items**

### **Scene 1 - 9 Items**

1. Envelope on the secretary's desk in the beginning
2. Envelope on the desk next to secretary on the phone
3. Blueprint on woodpile in room behind restrooms
4. Envelope on desk in Mr. Hilltop's office
5. Envelope on desk in office next to Mr. Hilltop's
6. Envelope on shelf behind Mr. Hilltop's secretary
7. Folder on table next to 2 scientists in conference room
8. Film canister next to model remote in the Baron's secret office
9. Last item is given for returning to beginning without being caught

### **Scene 2 - 6 Items**

1. Envelope near dog kennel in beginning
2. Ledger in office past broken machine and up the ladder
3. Ledger in office with guard yelling about the main process having been started
4. Envelope in office with guard yelling about the main process having been started
5. Envelope on table of 1st room in building across the train tracks
6. Ledger in 2nd floor room in building across the train tracks

### **Scene 3 - 4 Items**

1. Briefcase in the car trunk
2. Envelope in the car front seat
3. Envelope in the trash can to the left of the house
4. Envelope under the front door of the house



## Safecracker: 34 Intelligence Items

### Scene 1 - 5 Items

1. Blueprint located on the drafting table in the outside trailer.
2. Letter sitting on upper scaffold on 1st floor of building.
3. Letter in the empty shaft area on 1st floor of the building below scaffold - Alternate Location: Letter sitting on the crates located on the 1st floor of building.
4. Package sitting on the desk on the basement level of the building - Alternate Location: Package lying on wooden planks located on the basement floor.
5. Film located behind the power generator on the basement floor - Alternate Location: Film located in the outside pit area near the starting point for the mission.

### Scene 2 - 1 Item

1. Letter located on wooden planks.

### Scene 3- 5 Items

1. Paper posted to the beam at the starting point for mission.
2. Folder at the top of the 1st flight of stairs before jumping down to area with locked wooden door.
3. Blueprint sitting on the drafting table in the 1st room where you need to zipcord.
4. After jumping up the crates placed in a stair-like formation, the concrete beam below contains a letter - Alternate Location: Letter located on the 1st pile of wood planks that you encounter near the start point for mission.
5. Letter behind the locked wooden doorway - Alternate Location: Letter located on the small work scaffold after the 1st zipcord

### Scene 4 - 5 Items

1. Letter on the box located in the room behind the door right at the beginning of the mission.
2. Letter floating in the pool.
3. Film canister sitting by the lockers through the 1st set of doors in the level - Alternate Location: Film canister in the room looking out at the red barrels used to signal Goodman



4. Package under the large furnace vent located in the room next to the window washer power room.
5. Briefcase sitting next to bench near the window washer platform - Alternate Location: Briefcase near the plants by the elevator shaft.

## Scene 5 - 9 Items

1. Package on top of the long table at the beginning of the mission - Alternate Location: Package sitting under the desk in the room across from the starting room.
2. Folder sitting in between books on filing shelf in room on starting floor - Alternate Location: Folder sitting on the lobby bench on the starting floor.
3. Folder located under bench in hallway on starting floor - Alternate Location: Folder sitting under a desk in the starting level cubicle area.
4. Briefcase sitting on desk in starting floor cubicle area - Alternate Location: Briefcase sitting on the table in the room at the far end of the 1st hallway.
5. Briefcase sitting on desk on lower floor cubicle area - Alternate Location: Briefcase sitting under the desk in the lower cubicle area
6. Sitting on top of middle toilet in Men's restroom - Alternate Location: Sitting on top of the far toilet in the Women's restroom.
7. Film sitting on shelf located in room behind the elevator on lower level - Alternate Location: Film sitting on the desk in the room across from the lower cubicle area.
8. Letter on the table in the break room on the lower level - Alternate Location: Letter by copy machine across from the elevator.
9. Letter sitting by the podium in the lecture hall on the lower level - Alternate Location: Letter in the middle isle of the lecture hall

## Scene 6 - 9 Items

1. Letter sitting on Table in 1st room past the large room with the two guards talking about "Stinks" - Alternate Location: Letter sitting on a chair on the 2nd floor border overlooking the room past the large room containing the two guards talking about "Stinks".
2. Film Canister sitting by the L-shaped desk in a room on the bottom floor - Alternate Location: Film Canister sitting on the table in the room behind the L-shaped desk on the bottom floor.
3. Briefcase sitting on the floor under a long table located in a room on the bottom floor - Alternate Location: Briefcase sitting under a bench along



the upper walkway overlooking the door the security camera control room.

4. Folder sitting on a desk on the 2nd floor.
5. Folder sitting on a desk in the larger cubicle area - Alternate Location: Folder sitting on a desk in the larger cubicle area.
6. Letter sitting on the floor under a desk in the larger cubicle area - Alternate Location: Package sitting on a desk in the large cubicle area.
7. Letter under the floor of the Laser beam section. Once under the floor, you must backtrack in the opposite direction of the safe.
8. Letter in the safe at the end of the level.
9. Ledger in the safe at the end of the level, triggers end of level when retrieved.

## An Ounce of Hope, A Pound of Despair: 1 Intelligence Item

1. After test riding the motorcycle return to the starting point and a letter will now be posted to the right side wall of the small garage.

## Rescue Attempt: 17 Intelligence Items

### Scene 1- 7 Items

1. The passenger roster located in the conductor's room sitting on the desk.
2. Folder sitting on the Kitchen counter - Alternate Location: Folder sitting on the bottom shelf in one of the rooms near the Conductor's cabin.
3. Briefcase sitting by the luggage net compartment - Alternate Location: Briefcase sitting by the Passenger ticket in the room located in the middle passenger car.
4. Passenger ticket located in the middle passenger room 2 cars down from the bathroom.
5. Letter sitting on the sink in the bathroom of one of the private passenger compartments - Alternate Location: Letter sitting under one of the chairs.
6. Letter sitting under the bed in one of the passenger compartments - Alternate Location: Letter sitting on the exit steps in the car before the luggage/caboose area.



7. Film reel sitting on the shelf near the caboose area - Alternate Location: Film reel sitting on the shelf near the caboose area.

### **Scene 2- 4 Items**

1. Paper posted next to the entrance to the boarded off tunnel.
2. Letter sitting on top of boxes in the large area outside of the tunnel - Alternate Location: Letter sitting on the flatbed behind the wooden planks near the motorcycle.
3. Film canister sitting on the shelf upon coming up into the room from underneath the floor.
4. Dossier sitting on the desk in the outside guard shack.

### **Scene 3- 6 Items**

1. Film canister sitting on the cabinet in the shack at the base of the winding stairs - Alternate Location: Film canister sitting on a shelf in the room with the lighter. It's the 1st room to the right when you enter the compound.
2. Letter sitting on the top of one of the boxes in the larger area before retrieving the elevator keycard - Alternate Location: Letter sitting on the flat bed in the hallway before Dr. Schenker's room
3. Keycard for elevator located in the gated area past the large room with the painted crates.
4. Retrieval of the elevator keycard after using it.
5. Blueprints on the shelf in the gated area to the left after coming out of the door past the electric floor panel area.
6. On the upper bunk bed in the room with Dr. Schenker - Alternate Location: On the lower bunk bed in the room with Dr. Schenker.

## **Trouble in the Tropics: 19 Intelligence Items**

### **Scene 1 - 4 Items**

1. Letter on the desk in the room to the left once inside the compound - Alternate Location: Letter sitting on the shelf in the storage room by the UNITY box.
2. Folder under the open drawer in the Radio room.
3. Package sitting on a crate in the dark area before taking the lift - Alternate Location: Package sitting on a crate in the dark area before taking the lift.





4. Blueprint sitting in the room next to the door where you must use to the Code breaker to advance to the end of the level.

## **Scene 2 - 7 Items**

1. Letter sitting on the ground near the two guards talking about the short circuit - Alternate Location: Letter on the ground near one of the orange crates in the beginning outside crate area.
2. Package sitting on the wooden plank in the marsh area to the right of the fenced off guard post.
3. Briefcase sitting on the bench at the far end of the ruins.
4. Folder sitting on the far left raised portion of the ruins - Alternate Location: Folder sitting on the ground near the gate after coming out of the off trail area.
5. Letter sitting on the ledge that outlines the outer ruin guard tower - Alternate Location: Letter sitting on the ground by the right side guard tower in the ruins
6. Letter by the bed inside the ruins barracks area.
7. Folder sitting under a plant on the outskirts of the marsh area where the user must zipcord to the end of the level - Alternate Location: Folder sitting on a rock located in the stream heading to the marsh area at the end of the level.

## **Scene 3 - 2 Items**

1. Letter in the water right underneath the rocket.
2. Folder on the table in the cafeteria after the failed rocket launch.

## **Scene 4 - 6 Items**

1. Dossier on the shelf by the room with the two scientists talking about Big Mama and the Paris Caper - Alternate Location: Dossier sitting on crates outside by the two scientists talking about the rocket explosion
2. Letter sitting on the ground outside the room with the two scientists talking about Big Mama - Alternate Location: Letter sitting under the bench in the room with the two scientists talking about Big Mama.
3. Letter sitting on the bench in the room with the two scientists talking about Big Mama.
4. Package sitting on top of the control panel in the lower rocket launch control room - Alternate Location: Package sitting on top of the control panel in the upper rocket launch control room.



5. Briefcase sitting on the bench in the room with the astronaut whose suit you must steal - Alternate Location: Briefcase sitting in the corner in the Radio room.
6. Letter sitting on the bench in the room with the astronaut whose suit you must steal.

## Low Earth Orbit: 13 Intelligence Items

### Scene 1 - 11 Items

1. Envelope by empty spacesuit alcove near beginning
2. Envelope on the crates in area after taking elevator from Goldenrod down
3. Envelope on table in room near mutated plant bays - Alternate Location: On swingset in arboretum.
4. Security pass in Pink Space Lounge
5. Briefcase on second tier of Pink Space Lounge - Alternate Location: In room with scientists making out
6. Folder near phones by Goldenrod up elevator - Alternate Location: Under bench near entrance to Pink Space Lounge
7. Film canister in Periwinkle section in room with Code Breaker - Alternate Location: In other room across from room with Code Breaker
8. Picking up the security pass after using it
9. Envelope in Zero Gravity room
10. Film canister on console in Raspberry section
11. Envelope in railing of walkway over arboretum - Alternate Location: On mutated plant bays after taking elevator down from Goldenrod.

### Scene 2 - 2 Items

1. Letter wedged in the corner in the 1st room containing boxes before entering the escape pod area.
2. In the far right escape pod lies a film canister. You must retrieve it before getting the antidote.



## Alpine Intrigue: 6 Intelligence Items

### Scene 1 - 3 Items

1. After trailing the Baroness past the 1st pair of guards, there is a letter sitting next to a barrel - Alternate Location: On the upper balcony starting point, there is a letter sitting on the table to the left
2. Next to the 2nd pair of guards, in the building to the left lies a briefcase by the couch - Alternate Location: A briefcase is sitting on the bench right next to the window in the upstairs room.
3. After jumping through the window in the upstairs room, a letter is sitting next to the trashcan - Alternate Location: Letter sitting on the bench in the room near the lone guard under the icicle.

### Scene 2 - 3 Items

1. Folder sitting next to the desk in the room to the right of the outside garage or to the right of the inside warehouse crate area.
2. Film by the sleeping guard in the room by the Rocket launcher briefcase.
3. Letter by the controls for the gate.

## The Indomitable Cate Archer: 14 Intelligence Items

### Scene 1 - 6 Items

1. Letter sitting on the shelf in the room after getting off the rafters - Alternate Location: Letter sitting on the rafters at the beginning of the level.
2. Film canister sitting by the boots when you descend the spiral stairs - Alternate Location: Film canister sitting on the mantle of the fireplace as you descend the spiral stairs.
3. Briefcase sitting in the room on the lower level by the gate and double doors - Alternate Location: Briefcase sitting on the bench lining the room with the elevator.
4. Folder sitting on the shelf as you climb the ladder to the small 2nd floor area behind the large generator mechanisms - Alternate Location: Folder sitting on the desk in front of the ladder leading up to the attic area.



5. Letter sitting on the floor as you open the grating from the ladder to expose the attic area - Alternate Location: Letter by the toilet on the lower level.
6. After scaling the roof from the attic to the gated crate area, a package sits on one of the boxes - Alternate Location: A package sits by the bookcase to the left of the elevator control box.

### **Scene 2 - 2 Items**

1. Letter in the bed located in the jail area after the Armstrong fight.
2. Package sitting on a crate to the left after retrieving your gear.

### **Scene 4 - 6 Items**

1. Letter sitting on a box in the room to the far back right of the starting point - Alternate Location: Letter sitting on a box in the room to the left from the starting point.
2. Package sitting on the control panel for the trains in the control room - Alternate Location: Package sitting on the large crate to the far right of the train tracks.
3. Briefcase in the pool of water with the shark - Alternate Location: Briefcase by the couch in the lounge area above the shark pool.
4. Letter on the shelf in the room with the goat and his "friend" - Alternate Location: Letter on the table in the cafeteria room.
5. Item gained by pulling the bar tap which transforms the lounge room.
6. The list of names represents the final intelligence item.

## **Very Large Explosion: 2 Intelligence Items**

### **Scene 1 - 1 Item**

1. After defeating the 1st elite guard, turn left when you ascend the stairs and activate the wall to the right and a secret film room will open up. A ledger will be sitting on the table. Sunglasses are required.

### **Scene 2 - 1 Item**

1. If the user destroys all 6 of the helicopters during the gondola ride an item will be received.



## Such Is the Nature of Revenge: 5 Intelligence Items

### Scene 1 - 2 Items

1. After defeating the Baroness, a Letter is located right next to the phone booth.
2. After defeating the Baroness, enter the first room before to your right before clearing the streets to find a film canister.

### Scene 2 - 3 Items

1. During the Goodman fight, there is a letter sitting on the steps to the church.
2. During the Goodman fight, there is a briefcase sitting on the edge of a tombstone to the far left of the antidote.
3. During the Goodman fight, there is a letter beneath a door to the back left area of the graveyard.





## Appendix B

### Cheat Codes

**R**emember that using cheat codes will unbalance gameplay and make No One Lives Forever extremely easy to complete. To use the cheat codes, just press T during gameplay. Then, type in the following codes and press Enter to activate them.

#### **mpimyourfather**

Toggles god mode, making Cate invincible.

#### **mpkingoftehmonstars**

Gives Cate all items and weapons.

#### **mpwegotdeathstar**

Provides infinite ammunition.

#### **mpmaphole**

Completes the current mission.

#### **mpdrdentz**

Gives Cate full health.

#### **mpwonderbra**

Gives Cate full armor.



## **mpgoattech**

Provides all weapon upgrades.

## **mpyoulooklikeyouneedamonkey**

Adds all armor options.

## **mpasscam**

Toggles the third-person viewpoint.